RS MEDIA™

A Fusion of technology and Personality

User **Manual**

Item No. 8061 | Ages 8+

Java POWERED

WowWee ROBOTICS™

COPYRIGHT INFORMATION

Minimum system requirements for running RS Media Editing Suite.
Microsoft® Windows® XP SP2 or higher (English Edition) (Compatible with German, Spanish, French, and Italian Windows® XP SP2 or higher)
PC with PIII 1.5GHz equivalent or higher processor
256 MB of system RAM
16 MB video card recommended
200 MB available hard disk space
CD-ROM drive

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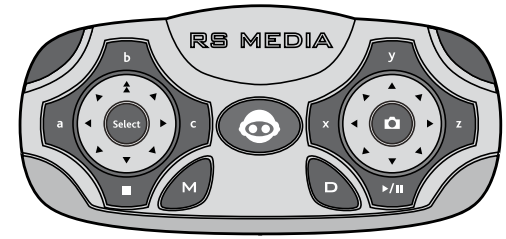
WELCOME

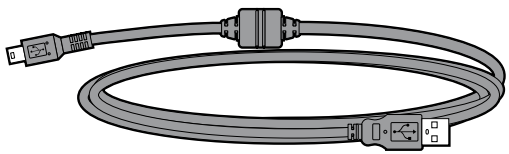
Congratulations on choosing RS Media™, the next generation of Robosapien technology and personality.

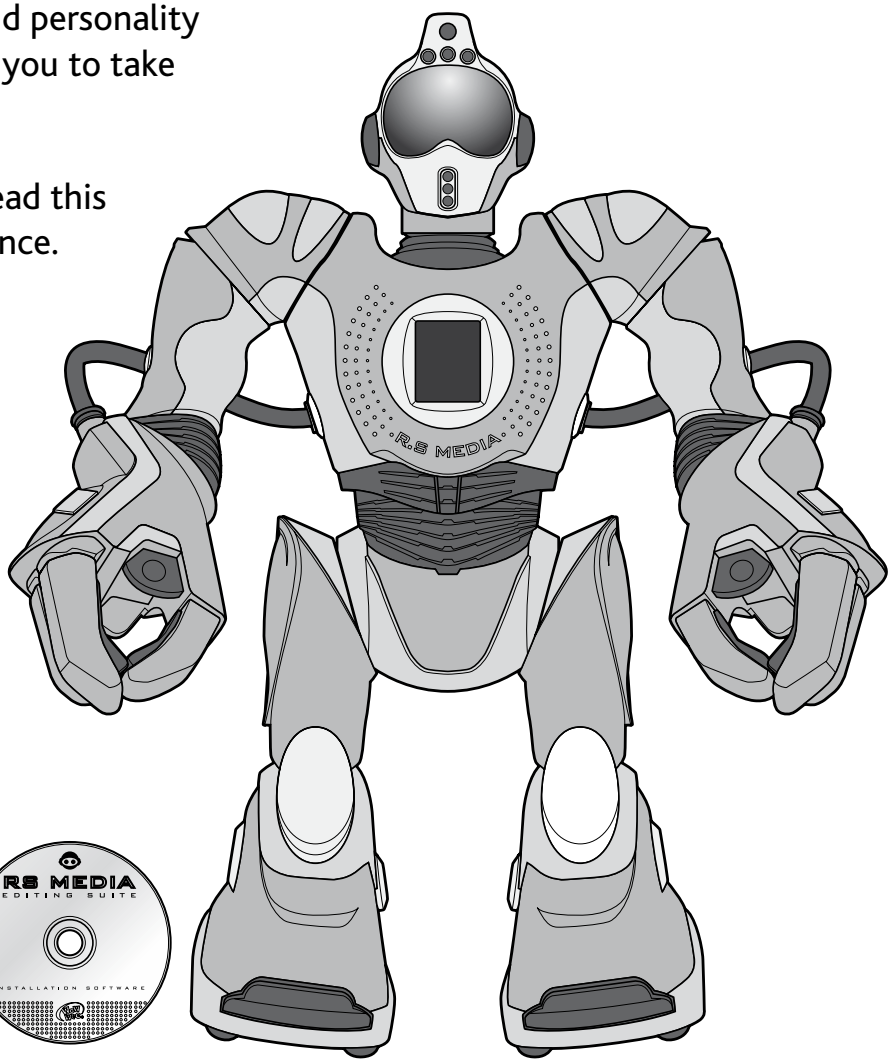
RS Media™ is a complete multimedia robotic experience with the unique ability to be fully customized. The perfect fusion of cutting-edge technology and personality modelling software, RS Media allows you to take total control.

Before using this product, carefully read this manual and retain it for future reference.

This package contains:
1 x RS Media
1 x Controller
1 x USB Cable
1 x CD RS Media software







QUICK START – CONTROL AND ARM MODES

To sample some of RS Media's functions immediately, insert his batteries (see p.8-9) turn him on (see p.14) and follow this brief overview of some of his functions in each Mode.

See page 11 for full details of controller button symbols used throughout this manual.

Mode selection **Press to cycle through RS Media's three modes.**

CONTROL MODE - CONTROLLER LEVEL 1		
Stop		Press to stop RS Media from performing his current action.
Dance Demo		Press to make RS Media perform a dance routine.
Movement		RS Media's multi directional walking is controlled by the Left Control Pad.
Head & Upper Body		Basic upper body movement of RS Media is controlled by the Right Control Pad.
Change Personality		Press to toggle through RS Media's personalities.
Personality Demo		Press to make RS Media perform a Personality Demo.
Lie / Sit / Get up		With each press, RS Media will toggle through one step in this routine.

ARM MODE - CONTROLLER LEVEL 2		
Right Arm		Moves RS Media's right arm independently.
Left Arm		Moves RS Media's left arm independently.
Both Arms		Control both RS Media's arms simultaneously.
Both Arms		Control both RS Media's arms simultaneously.

QUICK START – MEDIA MODE, NO CONTROLLER, AND PC GUIDE

MEDIA MODE - CONTROLLER LEVEL 3		
Menu Navigation		Press the left controller pad up or down to navigate RS Media's menu.
Menu Select		Press to make a selection from RS Media's menu.
Volume Up & Down		Press the right controller pad up or down to adjust RS Media's volume.
Play / Pause Media		Press to play or pause the current MP3 or MPEG4. Press and hold to stop.
Previous Track		Press to select the previous track during playback.
Next Track		Press to select the next track during playback.
Take Picture		Press twice to make RS Media take a photo.
Track & Photo Human		RS Media will track a human until the person becomes stationary for about 3 seconds, then take a photo.
Media Demo		Press to perform the Media demo.

NO CONTROLLER		
Infrared Vision		Interact with RS Media directly. Put your hand in front of or up to his face and he will track your movements. **NOTE: Control Mode and Arm Mode Only.**

PC GUIDE	
Software Installation	How to install the PC software provided. p.65
Editing Suite User's Manual	The full Editing Suite User's Manual is stored as a HTML document on the Editing Suite Software. p.65
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BATTERY DETAILS

RS MEDIA

Battery requirements

Your RS Media is powered by 6 x "D" size batteries (not included) and 4 x "AA" size batteries (not included). Alkaline batteries are recommended.

AC/DC adaptor (not included)

RS Media can be powered by an Output 7.5V DC, 3.1 Amperes, center positive adaptor. To operate RS Media with an adaptor, be sure the power button located on his back is in the OFF position, insert the jack into the DC socket in RS Media's right foot (see RS Media Overview p.10); plug the adaptor into a socket; press RS Media's power button to the ON position.

RS Media will not perform any leg actions or bend at the waist while running from an adaptor.

BATTERY INSTALLATION

1. Before installing or changing batteries, be sure the power button located on his back is in the OFF position.
2. Remove the battery compartment covers using a Phillips cross head screwdriver (not included).
3. Insert batteries into the RS Media as shown in the diagrams.
4. Replace the battery compartment covers and the screws.

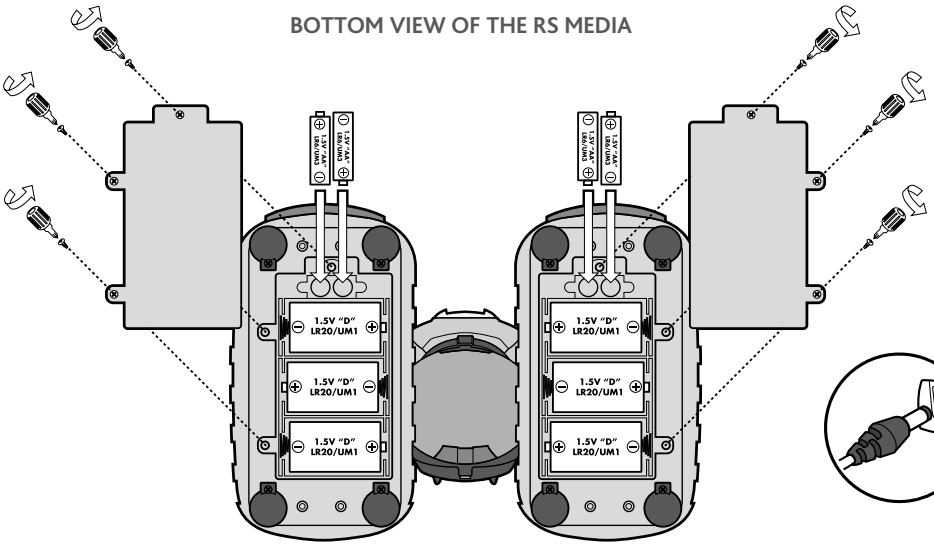
LOW POWER

RS Media will speak to inform you when his batteries are low, then he will shut down. You will need to replace all the batteries when this happens.

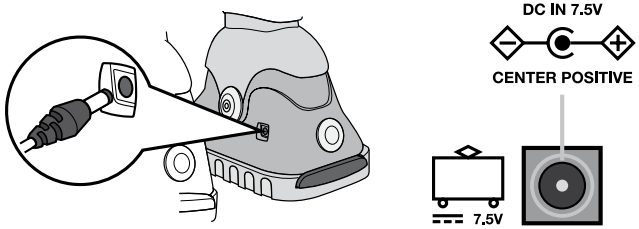
IMPORTANT SAFETY NOTICE
Examine the AC/DC adaptor regularly for damage to the cord, plug, enclosure and other parts.

The AC/DC adaptor is not a toy.
The toy must only be used with the recommended transformer.
Toys liable to be cleaned with liquid are to be disconnected from the transformer before cleaning.

BOTTOM VIEW OF THE RS MEDIA



AC/DC ADAPTOR INPUT



BATTERY DETAILS

RS MEDIA CONTROLLER
Battery requirements
Your RS Media remote controller is powered by 3 x "AA" size batteries (not included). Alkaline batteries are recommended.

BATTERY INSTALLATION
1. Remove the battery compartment cover using a Phillips cross head screwdriver (not included).

3. Insert batteries into the controller as shown in the diagram.

4. Replace the battery compartment cover and the screw.

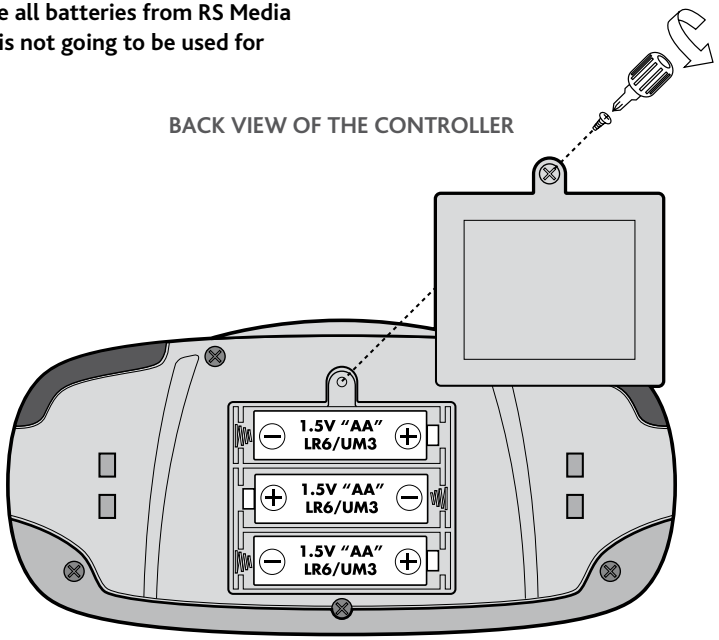
LOW POWER
Controller Batteries
If RS Media is not responding well to controller commands, you may need to replace the Controller Batteries (3 x "AA" size).

NOTE: It is very important to remove all batteries from RS Media and the controller if the equipment is not going to be used for some time.

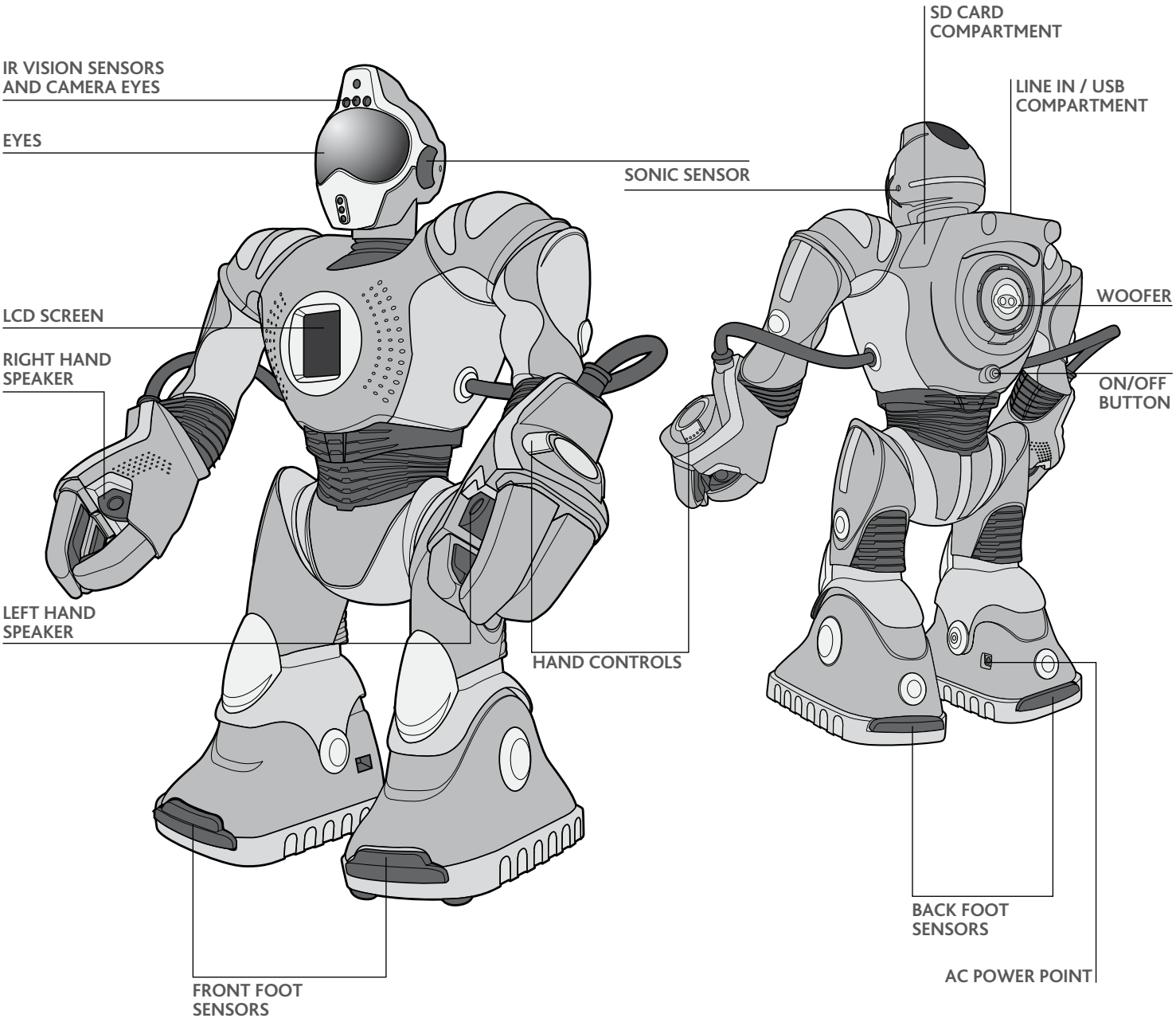
Attention: Important Battery Information

- **Use only fresh batteries of the required size and recommended type**
- **Do not mix old and new batteries, different types of batteries [standard (Carbon-Zinc), Alkaline, rechargeable] or rechargeable batteries of different capacities**
- **Remove rechargeable batteries from the equipment before recharging them**
- **Rechargeable batteries are only to be charged under adult supervision**
- **Please respect the correct polarity, (+) and (-)**
- **Do not try to recharge non-rechargeable batteries**
- **Do not throw batteries into the fire**
- **Replace all batteries of the same type/brand at the same time**
- **The supply terminals are not be short-circuited**
- **Remove exhausted batteries from the equipment**
- **Batteries should be replaced by adults**
- **Remove batteries if the equipment is not going to be used for some time**
- **All packaging should be kept as it contains important information**

BACK VIEW OF THE CONTROLLER



ROBOT OVERVIEW



CONTROLLER OVERVIEW

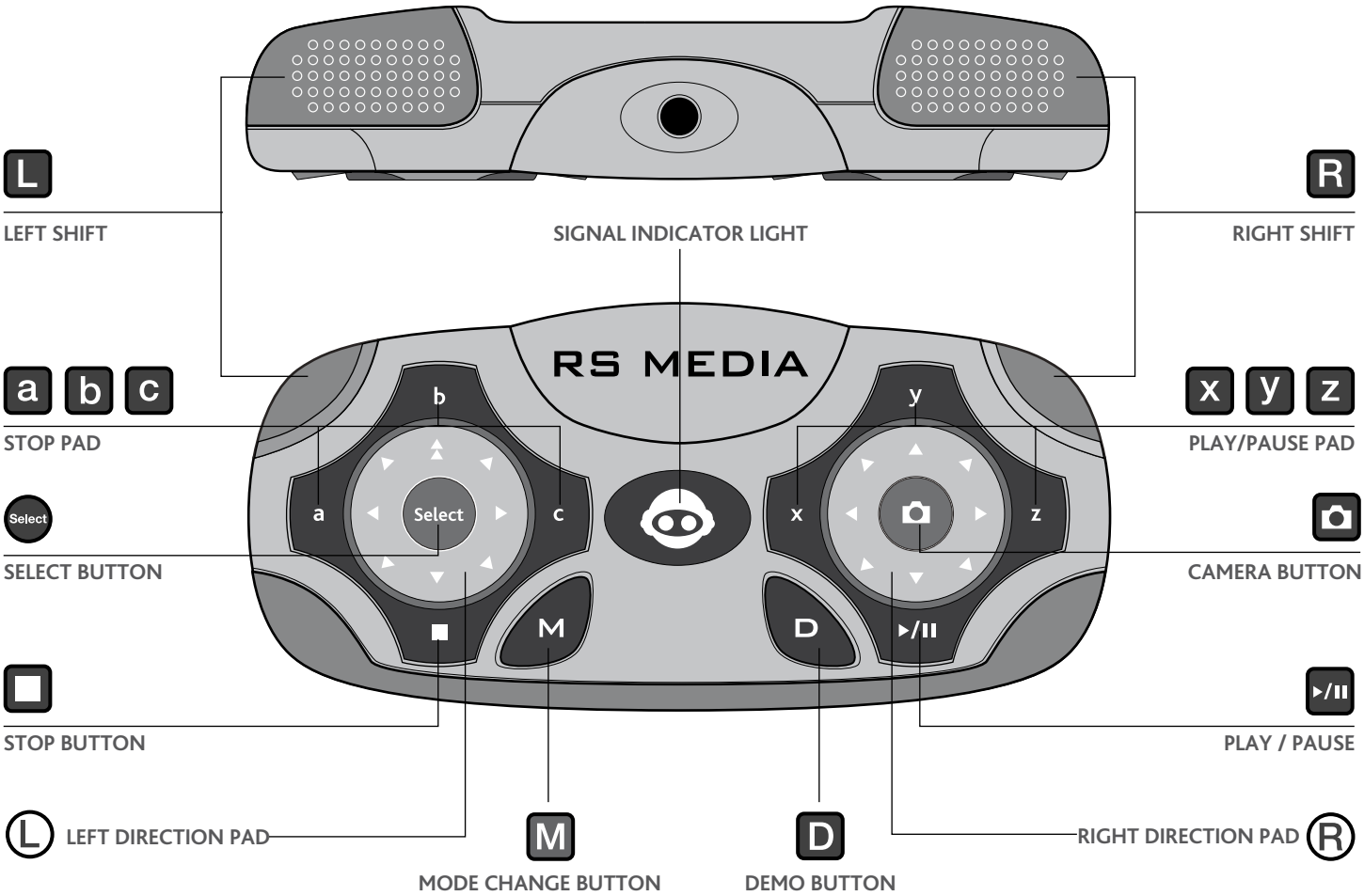
UNSHIFTED

LEFT SHIFT

RIGHT SHIFT

BOTH SHIFTS

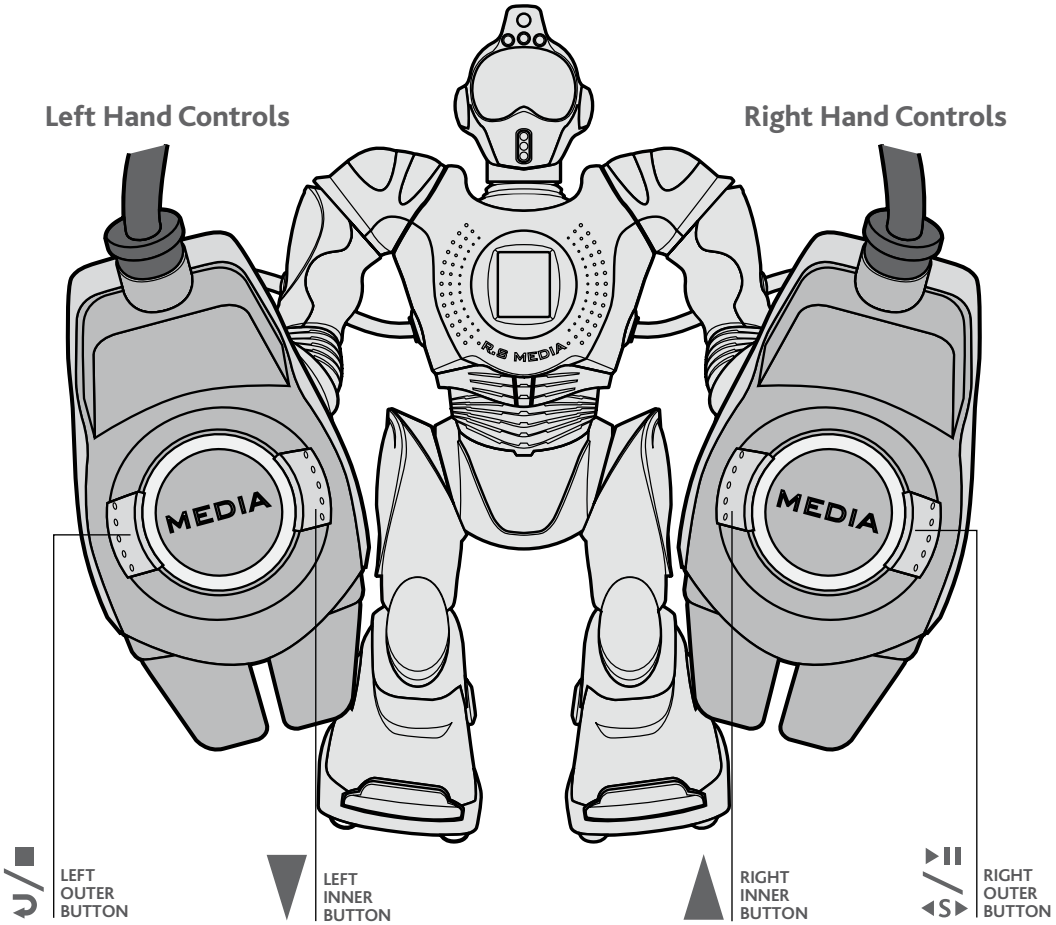
These controller views are shown throughout this manual to illustrate which shift keys need pressing to perform the desired function.



HAND CONTROLS OVERVIEW

RS Media's hands can be used to navigate between all modes by pressing both outer edge buttons together. Each press will toggle to the next mode.

In Media Mode, his hands can be used to navigate between his on-screen menu functions or Media playback functions.



HAND CONTROLS OVERVIEW

HAND CONTROL SPECIFICATIONS - MEDIA MODE ONLY			
		Menu Function	**Media Playback Function**
	Left Inner	Scroll Down	Previous Song
	Right Inner	Scroll Up	Next Song
	Left Outer	Back or Exit Menu	Back/exit/stop/play media file (pause if playing)
	Right Outer	Select Option	Play media file (pause if playing)
	Both Outer Buttons	Change Mode	Change Mode

NOTE: Holding down "UP" or "DOWN" on the controller or inner hand controls will make the selection scroll faster.

When you scroll past the last option in a menu, the selection will go back to the first item in the list.

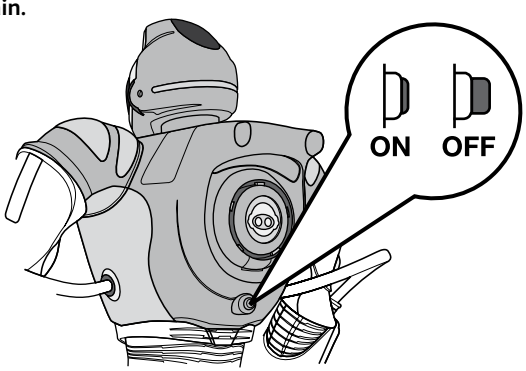
POWERING ON, SLEEP MODE, AND POWER DOWN

POWERING ON

RS Media's Power Button

The power button is located on RS Media's back, in the center, just below the woofer. Press once to turn RS Media on. To turn him off, press it again.

Note: Wait 5 seconds after turning RS Media off before turning him back on again.



During boot up, RS Media will display a WowWee splash screen on his LCD screen, which cannot be interrupted. Once powered on, the robot will be in Control Mode.

It will take about 15 seconds to boot up.

There are three distinct modes which can be cycled through using the controller mode change button:

Control Mode, Arm Mode, and Media Mode.

Control Mode and Arm Mode each have their own splash screen which is displayed when there is no other media being displayed.

When entering Media Mode, the splash screen for whichever menu has been selected will appear. See: Media Menu p.45 for more details.

SLEEP MODE AND POWER DOWN

RS Media conserves power with Sleep Mode and Power Down.

Sleep Mode

RS Media's LCD screen backlight will turn off after around 2 minutes of inactivity .

He will wake up as soon as any command is received from the controller.

Power Down

RS Media will completely power down after around 10 minutes of inactivity.

RS Media can only be powered back on by turning him off and then on again.

He will not power down when he is playing media or plugged in.

Controller Sleep Mode and Power Down

Both of these functions can be manually operated using the remote controller. See: Enabling, Disabling, and Resetting RS Media p.15

ENABLING, DISABLING, AND RESETTING RS MEDIA

Stop / Full Reset

All Modes

To stop RS Media from performing his current action (including any media function), press stop at any time.

When held for about 3 seconds, RS Media will perform a reset to default body position. This will not affect his programmed settings.

Sleep / Power Down

All Modes **Sleep**

Press again **Power Down**

Sleep

Press once to make RS Media enter sleep mode.
You can prevent him from going to sleep by pressing stop.
When in sleep mode RS Media's programs are not affected and he will wake up with the press of any button (except when pressing Left and Right shift buttons).

Power Down

Press this button combination when RS Media is in Sleep Mode and he will Power Down. When in Power Down, turn him back on by pressing the power button on his back OFF, wait around 10 seconds then press the button ON again. His programs are not affected.

Stop Movement

All Modes

Press to stop RS Media from performing any movement. Any Media playing will not be affected.

Stop Media

All Modes **(held for 3 seconds)**

Press and hold for 3 seconds to stop RS Media from playing any media. Any movement he is performing will not be affected.

Quick Reset

Control Mode
Arm Mode

Press to return RS Media to his default standing position. This will also change RS Media's gait when walking if pressed in Control Mode. See: body movement p.18

Hearing ON /OFF

Control Mode

Press once to disable RS Media's hearing. Press again to enable RS Media's hearing. For more information on his Sonic Sensors, see: Sonic Sensors p.28

Vision ON /OFF

Control Mode

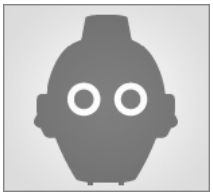
Press once to disable RS Media's vision. Press again to enable RS Media's vision. For more information on his Vision Systems, see: Vision Systems p.30-34

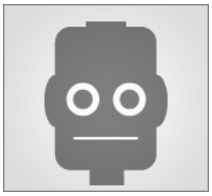
Robot Voice Mute Toggle

Control Mode

Press once to mute RS Media's voice. Press again to enable RS Media's voice.

PERSONALITIES OVERVIEW





INTRODUCTION

RS Media contains four preprogrammed personalities and a custom personality for you to choose from. The default personality is RS Media, and will be active when the robot is first turned on.

The RS Media personality cannot be erased. The other three personalities are stored in the user folder and can be erased if you want more memory without adding an SD card.

You can restore any of the personalities using the RS Media Editing Suite.

Change personality

Control Mode
Media Mode

Press to cycle through RS Media's personalities. There are four personalities to choose from, or select from customized personalities created in the Editing Suite (see p.66-67).

PERSONALITIES

RS Media

RS Media is the default personality, designed to assist the user in understanding his features and functions.

"WowWee Robotics RS Media. Completely customizable robot media centre. If you do not like the way I am programmed, please re-define my personality."

Service Bot 3000

Your every whim is his command. A good robot always knows his place.

Space Bot

From the farthest reaches of the galaxy comes a robotic hero committed to peace, justice, and alien extermination.

Billy-Joe Sapien

Spoken like a true Southerner, this cowbot is right at home on the open range.

CONTROL AND ARM MODE - INTRODUCTION

INTRODUCTION

Control Mode and Arm Mode control RS Media's movements and functions. Some basic media functions can be accessed in these modes but to access all the media functions enter Media Mode.

Everything explained in this section is summarized in the Control Mode and Arm mode function charts (p.20-27).

Robot control

In Control Mode, RS Media responds to direct control commands. For precise control over the arms and to gain access to many arm related BodyCons, use Arm Mode.

Dance demo

Control Mode D

RS Media will perform a short dance routine, demonstrating his movement and sound capabilities.

Personality demo

Control Mode L + D

RS Media will perform a short routine demonstrating movements.

BODYCONS

The term 'BodyCon' is used throughout this manual to describe a motion associated with a specific sound.

User BodyCons
Pressing both shifts in any Mode will allow any controller button press (not direction pad or Mode Change button) to generate a User BodyCon. The BodyCon performed will be specific to the personality RS Media is currently in. User BodyCons can be customized in the Editing Suite. See p.66-67

FREE ROAM TOGGLE

Control Mode y

You can put RS Media into Free Roam mode so he can explore and interact with his environment autonomously.

CAUTION
Do not put RS Media near a table edge since he could fall off when he enters Free Roam.

While RS Media is in Free Roam mode he will avoid obstacles using his infrared vision sensors (p.32) and foot sensors (p.29).

NOTE
If his Vision or Sonic Sensors are OFF when he goes into Free Roam mode, he will turn them ON; when he leaves Free Roam, he will turn them OFF again. See: Vision Systems (p.30-34) and Sonic Sensors (p.28) for further information.

Pressing any of the control buttons (except Left Shift & Right Shift buttons) will make him exit Free Roam.

RS Media will power down from Free Roam after approximately 10 minutes. To turn him back on, press the power button, located on his back, to the off position, (wait 10 seconds) and then press again to power on.

BODY MOVEMENTS

RS Media's main movement functions in Control Mode and Arm Mode are:

RS BODY MOVEMENTS					
Control Mode	L	Multi directional walking	Upper body only	Bulldozer & L/R kicks	Both Arms
	R	Head & Upper body	Hips and waist	Head only	Both Arms
	Select	Gait / Quick Reset	Lie / Sit / Get up	Get up	
	■	Stop / Full Reset			
Arm Mode	L	Right Arm	Both Arms	Both Arms	Both Arms
	R	Left Arm	Both Arms	Both Arms	Both Arms
	Select	Quick Reset	Lie / Sit / Get up	Get up	
	■	Stop / Full Reset	Sleep / Power Down	Stop Movement	
	▶/II		Right Wave	Left Wave	

WALKING AND TURNING

Walking

Control Mode L

RS Media's multi directional walking consists of Forward, Backward, Left, and Right.

2 Walking Speeds

Pressing forward when RS Media is already walking will toggle between his 2 walking speeds.

Walking Gaits

Control Mode Select

RS Media has 3 walking gaits. Press to toggle to his next gait when walking.

Turning

Pressing Left or Right on the multi directional pad in Control Mode will make RS Media perform a turn on the spot. RS Media will not perform a walking turn.

ARM MOVEMENTS AND MEDIA FUNCTIONS

Arm Control Mode contains a selection of specific arm movements

ARM MOVEMENTS				
Right Arm	a	Drop	Chop	Place
	b	Grab	Low pick up	High pick up
	c	Throw	Roll	Push
Left Arm	x	Throw	Roll	Push
	y	Grab	Low pick up	High pick up
	z	Drop	Chop	Place

MEDIA FUNCTIONS (CONTROL MODE)

SOUND MEMO RECORD AND PLAYBACK

Control Mode R + a

Press to play back a Sound Memo if one is present.

Control Mode R + b

Press to record a short Sound Memo track.

VIDEO MEMO RECORD AND PLAYBACK

Control Mode R + z

Press to record a short Video Memo track.

Control Mode R + ▶/II

Press to playback a short Video Memo if one is present.

NOTE: Only one Sound or Video Memo is stored at any time.

MEDIA FUNCTIONS (CONTROL MODE & ARM MODE)

PLAY/PAUSE MEDIA

All Modes ▶/II

Press to play or pause audio and video functions.
Press and hold for about 3 seconds to stop media playback.

TAKE PHOTO/VIDEO

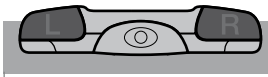
All Modes 📷 **(take photo)**

All Modes L + 📷 **(video record)**

All Modes R + 📷 **(timer photo)**

RS Media is able to quickly take a photo, video or set a timer photo in both Control Mode and Arm Mode.

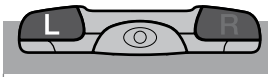
CONTROL MODE FUNCTION CHART



Movement	L	RS Media's multi directional walking is controlled by the Left Control Pad.	P
Head & Upper Body	R	Basic upper body movement of RS Media is controlled by the Right Control Pad.	P
Quick Reset	Select	Press to return RS Media to his default standing position, when not walking.	
Take Picture	📷	Press twice to make RS Media take a photo.	P
Dance Demo	D	Press to make RS Media perform a dance routine.	
Puppet Mode Enter	a	Press to enter puppet mode programming.	
Change Personality	b	Press to toggle to RS Media's next personality, including those entered by user.	
Hearing OFF/ON	c	Press once to disable RS Media's hearing. Press again to enable RS Media's hearing.	
Stop / Full Reset	■	Press to stop RS Media from performing his current action. Press and hold for about 3 seconds to perform a full reset to default body position.	P
Vision OFF/ON	x	Press once to disable RS Media's vision. Press again to enable RS Media's vision.	
Free Roam Toggle	y	Put RS Media into Free Roam mode so he can explore his environment autonomously.	
Puppet Mode Play	z	Press to play the main puppet mode program entered into RS Media.	P
Play / Pause Media	▶/II	Press to play or pause the current MP3 or MPEG4.	

P = Programmable

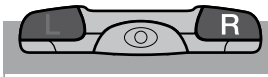
CONTROL MODE FUNCTION CHART



Upper Body Only	L	RS Media's upper body is controlled by the Left Control Pad.	P
Hips and Waist	R	RS Media's hips and waist are controlled by the Right Control Pad.	P
Lie / Sit / Get up	Select	With each press, RS Media will toggle through one step in this routine.	P
Video Record	📷	Press twice to make RS Media record a short video. (The second press can be without Left Shift)	P
Personality Demo	D	Press to make RS Media perform a Personality Demo.	P
Main Program Enter	a	Press to enter RS Media's Main Program Mode.	
Clear Entry	b	Press to clear the last entry made.	
Sound Program Enter	c	Press to enter RS Media's Sound Program Mode.	
Sleep / Power Down	■	Press once to make RS Media enter Sleep Mode. Press when already in Sleep Mode and he will Power down.	
Vision Program Enter	x	Press to enter RS Media's Vision Program Mode.	
Guard Mode	y	Press to put RS Media into Guard Mode.	P
Clear Program	z	Press to clear the selected Program.	
Main Program Play	▶/II	Press to play RS Media's Main Program Mode.	

P = Programmable

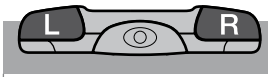
CONTROL MODE FUNCTION CHART



Bulldozer & L/R Kicks	L	Press forwards or backwards and RS Media will Bulldozer in that direction. Press left or right to make RS Media perform a kick with that foot.	P
Head Only	R	RS Media's head can be moved around using the Right Control Pad.	P
Get up	Select	Press to make RS Media stand straight up, whether lying or sitting.	P
Timer Photo	📷	Press twice to make RS Media take a photo after approximately 5 seconds delay. (The second press can be without Right Shift)	P
Roboreptile Interaction	D	Press to initiate an interaction between RS Media and Roboreptile™.	P
Sound Memo Playback	a	Press to play back a Sound Memo track, if one is present.	P
Sound Memo Record	b	Press to record a short Sound Memo track.	P
Sound Program Play	c	Press to play RS Media's Sound Program, if one is present.	P
Stop Movement	■	Press to stop RS Media from performing any movement. Any Media playing will not be affected.	
Vision Program Play	x	Press to play back a Vision Program, if one is present.	P
Robot Voice Mute Toggle	y	Press to toggle between RS Media's robot voice being ON or OFF.	
Video Memo Record	z	Press to record a short Video Memo track.	P
Video Memo Playback	▶/II	Press to play back a Video Memo track, if one is present.	P

P = Programmable

CONTROL MODE FUNCTION CHART

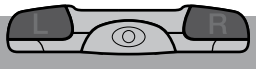


Both Arms	L	Move both RS Media's left and right arms simultaneously	P
Both Arms	R	Move both RS Media's left and right arms simultaneously	P
User BodyCon 1	Select	User BodyCon / Macro slot	
User BodyCon 2	📷	User BodyCon / Macro slot	
Dance Routine	D	User BodyCon / Macro slot	
User BodyCon 3	a	User BodyCon / Macro slot	
User BodyCon 4	b	User BodyCon / Macro slot	
User BodyCon 5	c	User BodyCon / Macro slot	
User BodyCon 6	■	User BodyCon / Macro slot	
User BodyCon 7	x	User BodyCon / Macro slot	
User BodyCon 8	y	User BodyCon / Macro slot	
User BodyCon 9	z	User BodyCon / Macro slot	
User BodyCon 10	▶/⏸	User BodyCon / Macro slot	

P = **Programmable**

ATTENTION
These BodyCons are the same as those in Arm Mode.

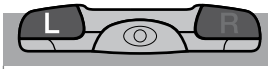
ARM MODE FUNCTION CHART



Right Arm	L	Move RS Media's right arm independently	P
Left Arm	R	Move RS Media's left arm independently	P
Quick Reset	Select	Press to return RS Media to his default standing position., when not walking.	
Take Picture	📷	Press twice to make RS Media take a photo.	P
RSV2 / RS Media Interaction	D	Press to initiate an interaction between RS Media and Robosapien™ V2, or another RS Media.	P
Right Arm Drop	a	Press to make RS Media perform a Right Arm Drop.	P
Right Arm Grab	b	Press to make RS Media perform a Right Arm Grab.	P
Right Arm Throw	c	Press to make RS Media perform a Right Arm Throw.	P
Stop / Full Reset	■	Press to stop RS Media from performing his current action. Press and hold for about 3 seconds to perform a full reset to default body position.	P
Left Arm Throw	x	Press to make RS Media perform a Left Arm Throw.	P
Left Arm Grab	y	Press to make RS Media perform a Left Arm Grab.	P
Left Arm Drop	z	Press to make RS Media perform a Left Arm Drop	P
Play / Pause Media	▶/II	Press to play or pause the current MP3 or MPEG4.	

P = **Programmable**

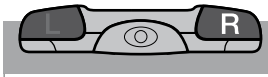
ARM MODE FUNCTION CHART



Both Arms	L	Control both of RS Media's arms simultaneously.	P
Both Arms	R	Control both of RS Media's arms simultaneously.	P
Lie / Sit / Get up	Select	With each press, RS Media will toggle through one step in this routine.	P
Video Record	📷	Press twice to make RS Media record a short video. (The second press can be without Left Shift)	P
Roboraptor Interaction	D	Press to initiate an interaction between RS Media and Roboraptor™.	P
Right Arm Chop	a	Press to make RS Media perform a Right Arm Chop.	P
Right Arm Low Pick Up	b	Press to make RS Media perform a Right Arm Low Pick up.	P
Right Arm Roll	c	Press to make RS Media perform a Right Arm Roll.	P
Sleep / Power Down	■	Press once to make RS Media enter Sleep Mode. Press when already in Sleep Mode and he will Power down.	
Left Arm Roll	x	Press to make RS Media perform a Left Arm Roll.	P
Left Arm Low Pick Up	y	Press to make RS Media perform a Left Arm Low Pick Up.	P
Left Arm Chop	z	Press to make RS Media perform a Left Arm Chop.	P
Right Wave	▶/II	Press to make RS Media perform a Right Arm Wave.	P

P = Programmable

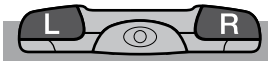
ARM MODE FUNCTION CHART



Both Arms	L	Control both of RS Media's arms simultaneously.	P
Both Arms	R	Control both of RS Media's arms simultaneously.	P
Get up	Select	Press to make RS Media stand straight up, whether lying or sitting.	P
Timer Photo	📷	Press twice to make RS Media take a photo after approximately 5 seconds delay. (The second press can be without Right Shift)	P
Robopet Interaction	D	Press to initiate an interaction between RS Media and Robopet™.	P
Right Arm Place	a	Press to make RS Media perform a Right Arm Place.	P
Right Arm High Pick Up	b	Press to make RS Media perform a Right Arm High Pick Up.	P
Right Arm Push	c	Press to make RS Media perform a Right Arm Push.	P
Stop Movement	■	Press to stop RS Media performing any movement. Any Media playing will not be affected.	
Left Arm Push	x	Press to make RS Media perform a Left Arm Push.	P
Left Arm High Pick Up	y	Press to make RS Media perform a Left Arm High Pick Up.	P
Left Arm Place	z	Press to make RS Media perform a Left Arm Place.	P
Left Wave	▶/II	Press to make RS Media perform a Left Arm Wave.	P

P = **Programmable**

ARM MODE FUNCTION CHART



Both Arms	L	Move both RS Media's left and right arms simultaneously	P
Both Arms	R	Move both RS Media's left and right arms simultaneously	P
User BodyCon 1	Select	User BodyCon / Macro slot	
User BodyCon 2	📷	User BodyCon / Macro slot	
Dance Routine	D	User BodyCon / Macro slot	
User BodyCon 3	a	User BodyCon/ Macro slot	
User BodyCon 4	b	User BodyCon / Macro slot	
User BodyCon 5	c	User BodyCon / Macro slot	
User BodyCon 6	■	User BodyCon / Macro slot	
User BodyCon 7	x	User BodyCon / Macro slot	
User BodyCon 8	y	User BodyCon / Macro slot	
User BodyCon 9	z	User BodyCon / Macro slot	
User BodyCon 10	▶/II	User BodyCon / Macro slot	

P = **Programmable**

GUARD MODE AND SONIC SENSORS

GUARD MODE

Control Mode L + y

Put RS Media into Guard Mode and he will become stationary.

His infrared vision sensors and stereo sonic sensors will sound an alarm or perform a program assigned to them when triggered by audio or visual stimuli.

If there is no program stored in Vision or Sound then RS Media will perform his default Guard Mode reaction.

RS Media will leave Guard Mode at the touch of ANY controller button (except Left Shift & Right Shift buttons).

If he hears ten sounds in a row with no vision disturbances in between, he will turn his sound sensors off.
If he has 10 vision disturbances in a row with no sound disturbances between them, he will turn his vision sensors off.
If both are turned OFF in this manner he will exit Guard Mode.

CAUTION
As RS Media will become animated during Guard Mode, it is advisable not to leave him near the edge of a table.

NOTE
Touch sensors do not function in Guard Mode.
RS Media will go to Sleep Mode after 30 minutes in Guard Mode. Any disturbance during Guard Mode will reset the 30 minutes time out.

SONIC SENSORS

Hearing ON /OFF

Control Mode C

RS Media has stereo sonic sensors that can detect sharp, loud sounds such as a clap. He will listen when he is stationary (and/or) quiet, but not while he is lying down or sitting.

Listening

When RS Media first hears a sound, he will turn his vision systems off and start listening for more sounds. If he hears too many sounds without identifying the direction he will turn his sonic sensors off; this can be turned back on from the controller. If he hears another sound to the side he will turn his body towards it, however a sound directly in front of him will be acknowledged with a voice file.

If empty handed:
RS Media will walk towards the source immediately (approximately 3 feet), but you can stop him by putting your hand in front of his face.

If object in hand:
RS Media will wait 4 second and then walk towards the source and drop the object he is carrying. He can also be made to throw the object by making a sound during the 4 second wait period.

NOTE: If his upper body is twisted and he has to turn before walking towards the sound, he will turn his vision off and not respond to a hand in front of his face while he turns.

RS Media will not listen for sounds while he is performing any movements, or if he is tracking anything with his vision systems. RS Media will assume all sounds come from the direction he is facing (left, right, or central).

TILT SENSORS

RS Media is fitted with tilt sensors that will interrupt most functions to prevent any damage if he is knocked over. He will stop functioning when he is overturned. If RS Media falls on his back, he will stop what he is doing. When trying to control RS Media, if he is not standing, you will be informed by him that he cannot perform certain commands or that he needs to be standing, and so will get up.

To stand RS Media up from a sitting or lying position press

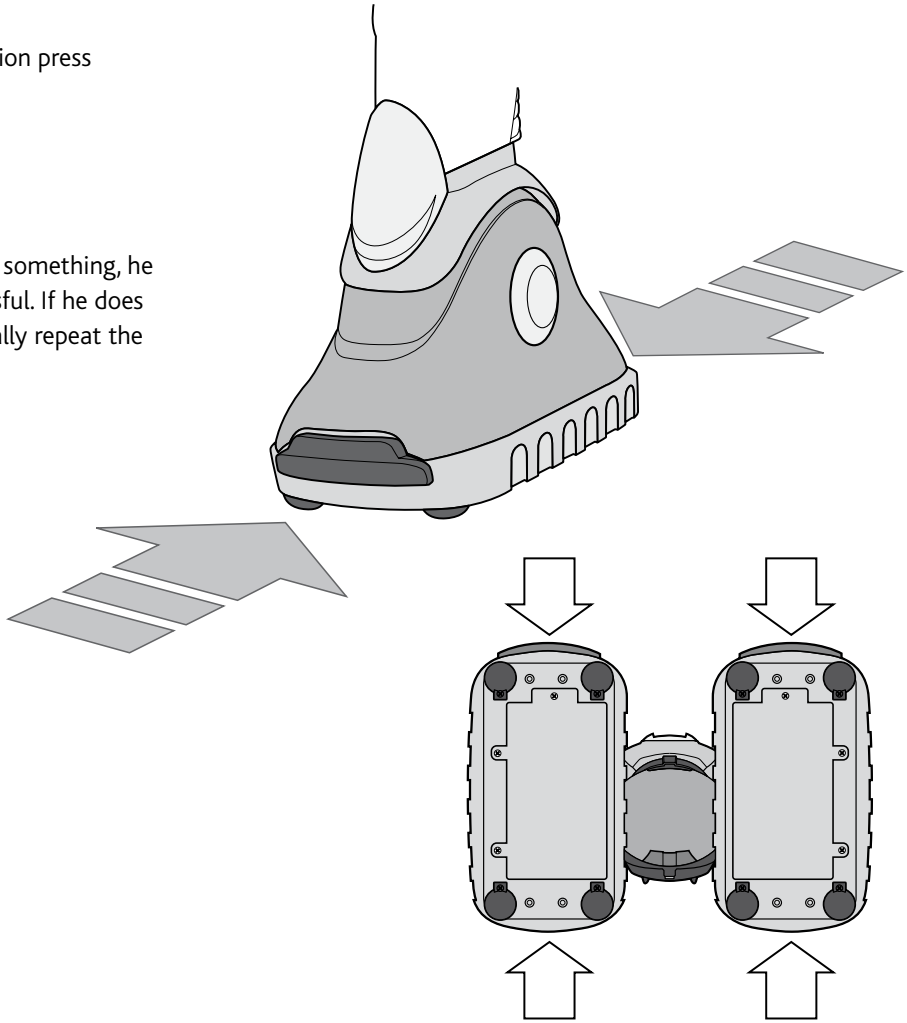
Control Mode R + Select
Arm Mode

GRIP SENSORS

When you command RS Media to pick up or grab something, he will check his grip sensors to see if he was successful. If he does not have anything in his hands he will automatically repeat the action one more time.

FOOT SENSORS

RS Media has two touch sensors on each foot, one at the front and one at the back. They serve as detectors while he explores his environment, enabling him to avoid obstacles. For an emergency stop while walking forward, either of his back foot sensors can be triggered by obstacle contact or user touch. The foot sensors are also used for Puppet Mode (Positional Programming). See p.36-37.



INFRARED VISION SYSTEMS

Control Mode X

VISION ON / OFF

Press once to disable RS Media's vision. Press again to enable RS Media's vision.

- RS Media has two Vision Systems; one that can track movement, and detect obstacles, and one to differentiate between certain colors.
- When RS Media is stationary the Infrared Vision System can detect movement at two different ranges as shown in the diagram.
- He will react to things differently depending upon how close they are.

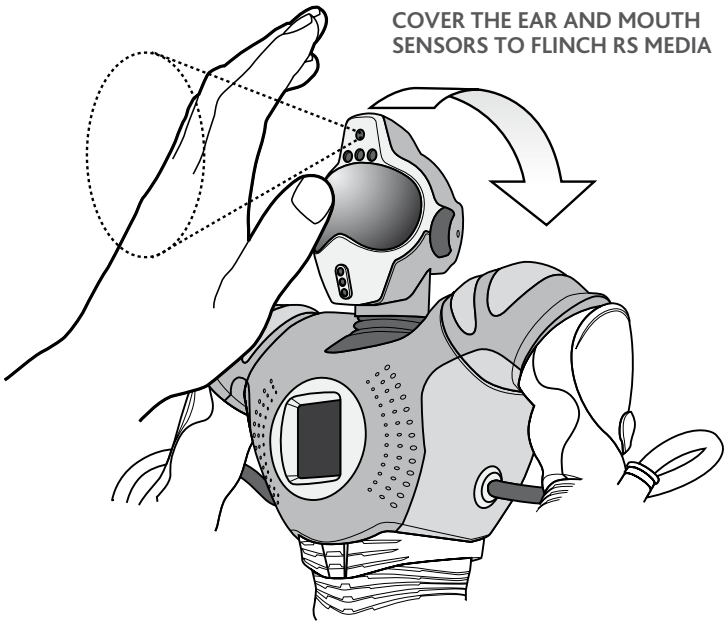
FLINCH RESPONSE

If you suddenly put something very close to RS Media's eyes and cover all sensors (when he is not already tracking something), he will respond with a flinch reflex.

- He will turn his color camera ON when he does this. If the object remains close and stationary for a few seconds he will try to identify the color. (See Color Recognition, page 32).
- If you do not hold the object stationary in front of his face, he will start to track the movement with his IR vision.

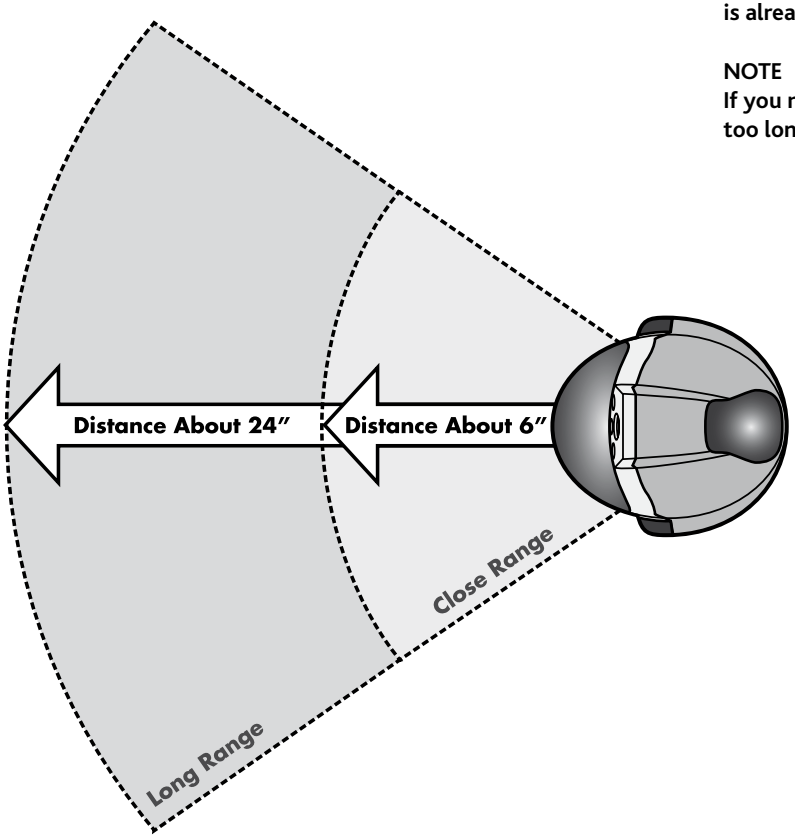
NOTE

To make RS Media perform a flinch you must hold the object close enough to his face to cover all sensors, as shown in the diagram.



LONG-RANGE INFRARED VISION

- When RS Media sees something in his long-range IR vision he will track the object using both his head and upper body.
- He will not comment on anything seen at this range.
- While he is tracking long-range movement his eyes will flash at a slow rate. (See Blinking on page 34).



CLOSE-RANGE INFRARED VISION

- When tracking something at close range, RS Media will follow it as far as his head turns.
- He will make comments about objects seen in his close-range, and his eyes will flash at a fast rate. (See Blinking on page 34).
- If an object that RS Media is tracking with his close-range IR vision remains stationary for a few seconds, he may ask you to give it to him.

CAUTION
Be careful when offering RS Media an object; he will drop anything he is already holding.

NOTE
If you make RS Media track an object with his close range vision for too long he will get bored and perform a reset.

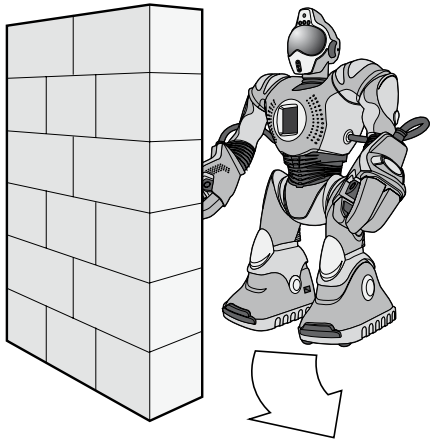
OBSTACLE AVOIDANCE

While RS Media is moving he uses his Infrared Vision System to avoid obstacles.

CAUTION

RS Media will not detect the edge of tables. Keep an eye on him while he is walking near stairs or steps.

- RS Media's Infrared vision does not function while he is walking backwards or turning, and may result in him bumping into things.
- RS Media can sometimes be a bit too cautious and refuse to walk through openings that he can physically fit through.
- If this happens you can turn off his Vision Systems with the Vision Systems On/Off X on the controller in Robot Control Mode.
- He will still use his foot sensors to react to obstacles when his vision is off. (See Foot Sensors on page 29)
- RS Media's infrared vision system is based on reflection. This means that he can see highly reflective surfaces like white walls or mirrors more easily and at greater distances than he can see matte or black surfaces.



COLOR RECOGNITION

RS Media has a unique color vision system. The color camera is activated with a flinch (see page 30).

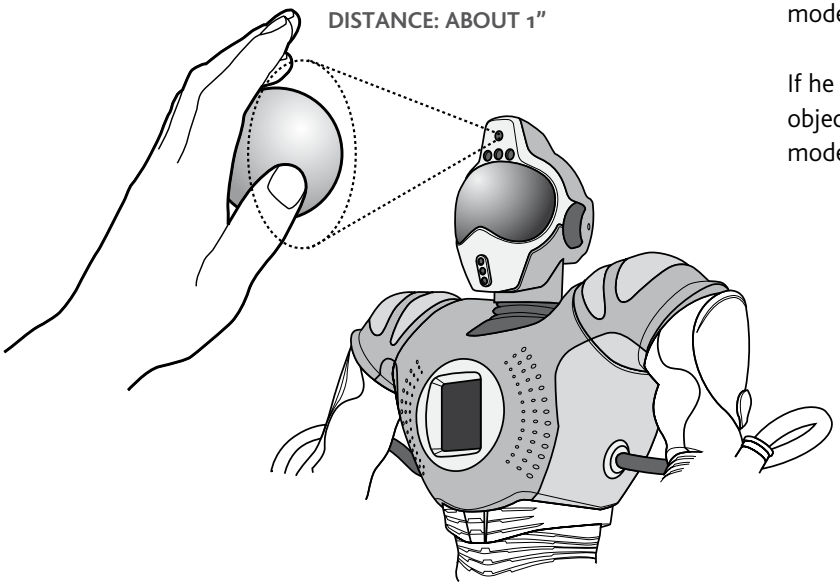
NOTE

For accurate color detection, set the "white balance" setting for your room (see Color Camera Settings on p.34)

- When an object suddenly appears in front of him (and he was not previously looking at something) he will turn on his color camera after performing the flinch.
- If the object stays stationary and within 1" of the camera, he will try to identify the color.
- If the object does not stay close he will turn his color camera off.
- As long as the camera is on (while checking the color or tracking it), his eyes will flash at a medium rate. (See Blinking on page 34)
- RS Media can identify pure primary colors - red, green and blue.
- He can also recognize skin-tones based on your palm.

IDENTIFY
If RS Media is able to identify a color, he will track its movement.

OBJECT TRACKING
RS Media will now track the object. As RS Media tracks the object, he will repeat the tracking sound file.



TIME-OUT
After around 30 seconds of tracking, RS Media will time-out, ending the color camera mode.

OBJECT DISAPPEARS
If RS Media loses the object he is tracking, he will inform the user and exit the color camera mode.

OBJECT HELD STILL
If RS Media sees a red, green, or blue object held still in front of him he will perform a grab BodyCon. If the pick up isn't successful the color camera mode will end. If the pick up is successful, he will look for a similar colored object.

If he cannot find a similar colored object, he will exit color camera mode.

If he finds a similar colored object, he will perform a throw at the object with whatever is in his hand. This will end color camera mode.

COLOR CAMERA SETTINGS

RS Media's color camera may have difficulty identifying certain colors, especially skin-tones and the color blue, under different light conditions. You can change the white-balance setting manually by choosing white balance under Photos or Video in Media Mode.

Auto Balance

RS Media will adjust his color camera settings to best suit the lighting in his current environment.

If Photo or Video quality is poor, changing the color camera settings could improve the image.

Sunlight

The dominant light source is natural sunlight.

Indoor Yellow

The dominant light source is artificial "tungsten" lighting, i.e., common household light bulbs.

Indoor White

The dominant light source is white-toned indoor lighting, i.e., fluorescent tubes.

The default setting for RS Media is Auto balance

NOTE: When RS Media tracks colored objects he will respond to the largest object of the correct color. If you are in front of a colorful background, this can interfere with his color tracking.

When it is too dark, RS Media will have trouble correctly identifying colors, will give false readings, and will not be able to track objects using his color camera.

BLINKING

The blinking speed of RS Media's eyes tells you the status of his vision or sound systems.

Eyes OFF all the time	RS Media is turned OFF or in Sleep Mode
Eyes ON all the times (No blinking)	No object detected, vision is ON and active
Very slow blinking	Guard Mode (see page 28)
Slow blinking	Distant object detected (see page 31)
Medium (periods of eyes ON with short periods of eyes OFF)	Color checking and tracking (see page 32)
Medium reverse (medium periods of OFF with short periods of ON)	Vision shut down or listening to sounds
Fast blinking	Close object detected (see page 31)

BLINKING IN PROGRAM MODES

RS Media's eyes will blink very quickly when waiting for a visual cue, or blink slowly when waiting for a sonic cue in program mode.

PROGRAMMING INTRODUCTION

Puppet Mode (positional programming) (p.36-37)

Main Program Mode (p.38-39)

Sound Program Mode (p.40)

Vision Program Mode (p.41)

Editing Suite (p.65)

NOTE: All programming (except in Editing Suite) is entered via Media Mode. Main Program, Sound Program, and Vision Program have 2 screens to indicate which Mode you are programming in.

5 programming options

There are five ways to program your RS Media:

The first way to program RS Media is by using Puppet mode; a programming function where the user manipulates the robot through a sequence of desired positions.

There are three modes programmed on the Remote controller:

Main Program mode - triggered by controller command.

Sound program mode - triggered by sound stimuli.

Vision program mode - triggered by visual stimuli.

The final way to program RS Media is in PC Mode - the most extensive way to program RS Media. This is a PC-based program and is covered in a later section. (p.65)

Programming Compatibility

P = Programmable

Any function in the Control or Arm mode function charts identified with this symbol can be programmed in all program modes except Puppet mode.

NOTE: Media Mode functions cannot be programmed as a step in a program.

Program modes are disabled in Control Mode and Arm Mode when audio is playing.

PUPPET MODE (POSITIONAL PROGRAMMING)

PUPPET MODE ENTER

Control mode a

Press to enter the main puppet mode programming.

PUPPET MODE PLAY

Control mode z

Press to play the main puppet mode program entered into RS Media.

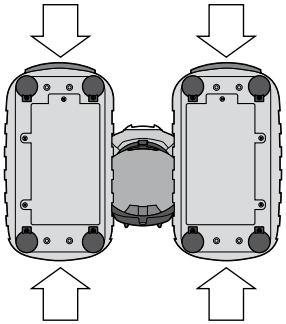
Puppet Mode is a method of programming a sequence of movements into RS Media by bending and turning him manually.

- The position his body is in when you enter the program mode is stored as the start position. He will return to this position whenever the program is activated.
- Move his arms and upper body around manually.
- Do not force RS Media to move beyond his mechanical limits or move him too fast.
- Each time you stop moving him, he will store the position and acknowledge it with a speech file. You can move his shoulders, wrists, waist-lean back and forward, waist-lean side to side, and waist twist left or right.
- You can move more than one position at the same time, i.e., you can move both arms up together, or you can make him reach out in front while bending forward to the side.
- If you stop programming for about 3 seconds RS Media will exit the program mode and then repeat the moves.
- If you move him into a position that is unsafe (for example, if you make him lean too far forward or backward so that he falls over), he will self adjust when he plays back the moves.

FOOT SENSORS

In positional programming mode you can combine upper body movements with leg moves and walking using the foot sensors:

FOOT SENSORS ARE LOCATED ON THE FRONT AND BACK OF EACH FOOT.



Both front feet sensors pressed together

RS Media will take several steps forward.

Both rear feet sensors pressed together

Push both back sensors to make him reverse several steps.

Front and opposite side back sensors = turn

Pressing the front right sensor and the back left sensor (or vice versa) will make RS Media perform a turn towards the forward touched foot.

Front and Back of same foot = kick

Touch both sensors on one foot and RS Media will kick that foot forward.

Main Positional Program Mode has a maximum of 12 moves. If you reach this maximum, the robot will tell you the memory is full, exit the program mode, and play back the moves.

To clear a positional program, enter the mode and do not move the robot for about 3 seconds. He will automatically exit the mode and tell you that the memory is cleared.

LEFT AND RIGHT PUPPET (POSITIONAL PROGRAM) MODES

- You can assign different programs to the robot's left and right foot sensors with left and right positional program modes.
- To enter one of these program modes, tap one of his foot sensor buttons twice within 1 second.
- You can then program the robot in the same way that you do for Main Positional Program Mode.
- You can clear the program by entering the program mode and not moving the robot for about 3 seconds.
- To play back the program, single tap either one of his foot sensors on the same side of the body to which you assigned the program.
- Left and Right Puppet Modes have a maximum of 6 moves. If you reach this maximum, the robot will tell you the memory is full, exit the program mode, and play back the moves.

NOTE: If RS Media detects anything in his vision or is tracking (his eyes will be blinking. See p.34), he will not enter Puppet Mode.

MAIN PROGRAM MODE

Main Program Enter

Control mode L + a

Press to enter RS Media's Main Program Mode.

Main Program Play

Control mode L + ▶/II

Press to play RS Media's Main Program Mode.

Clear Last Entry

Control mode L + b

Press to clear the last entry.

Clear Program

Control mode L + z

Press to clear the current program while in Program Mode.

Main Program Mode allows you to program a sequence of movements into RS Media by entering commands from the controller.

- Enter moves into the program using controller commands, and RS Media will remember them in order.
- You can enter walking steps, arm and upper body movements, demos and animations.
- Each one is a single step in the program.
- If you use single positional movements, like arm or waist movements, the range of the movement is determined by the amount of time you hold the controller button down.
- A full movement is reached after 3 seconds of holding the button down.
- If you enter a Stop command into a sequence, the robot will pause for about 3 seconds during program playback.
- Main Program Mode has a maximum of 20 moves.
- If the memory is full you will be told as soon as you enter the mode.
- RS Media will automatically exit Main Program Mode after a wait of 90 seconds. If steps have been entered, he will play back the program.

NOTE: All programs will stay in the memory when the robot is turned off.

EXIT PROGRAMMING Press Main Program Play

Control mode L + ▶/II

To exit the program mode, press Main Program Play. RS Media will play back the program if one is stored.

SUBROUTINES

RS Media can play back a stored sound, vision, or puppet program in Main Program Mode, and these can also be entered as a step in a program. These steps are known as Subroutines.

You can join subroutine programs into the main program mode to increase the length of your stored program as follows:

Sound Subroutine Press Sound Program Play

Control mode R + C

Vision Subroutine Press Vision Program Play

Control mode R + X

- When you add a sound or vision subroutine, it will be entered as a step in the program. When the program is played back and reaches the subroutine step, the preprogrammed sound or vision routine will be performed.
- If you add a sound or vision subroutine but there is nothing in the sound or vision program memory, then the robot will wait about 90 seconds before continuing with the programmed routine. If RS Media hears a sharp sound or receives a close IR trigger before the 90 seconds timeout, depending on which sub routine was added, he will immediately continue with the programmed routine.

Positional Subroutine Puppet Mode Program Play

Control mode Z

- When you add a positional subroutine, it will be entered as a step in the program. When the program is played back and reaches the subroutine step, the preprogrammed positional routine will be performed.
- If RS Media reaches this step in his programming and does not have a stored Puppet Mode (positional) program, he will immediately skip to the next step in the programmed routine.

Guard Subroutine Guard Mode

Control mode L + Y

- When you add a guard subroutine, it will be entered as a step in the program. When the program is played back and reaches the subroutine step, RS Media will go into Guard Mode.
- He will wait about 90 seconds for a sharp sound or close IR trigger before continuing with the programmed routine.
- If he gets a sound or vision trigger during this time he will perform the relevant sound or vision subroutine, or the default Guard Mode reaction before continuing with the remaining programmed routine.

SOUND PROGRAM MODE

Sound Program Enter

Control mode L + C

Press to enter RS Media's Sound Program Mode.

Sound Program Play

Control mode R + C

Press to play RS Media's Sound Program Mode.

Clear Last Entry

Control mode L + b

Press to clear the last entry.

Clear Program

Control mode L + z

Press to clear the selected Program.

You can assign a sequence of moves that are triggered by a sharp sound when RS Media is in Guard Mode (p.28).

- Sound Program Modes have a maximum of 20 moves.
- You can program moves in exactly the same way as for Main Program Mode.
- You can enter the Main Positional Program subroutine into a Sound program, but you cannot enter Sound or Vision subroutines, or enter Guard Mode as part of a Sound Program.
- When RS Media is performing programs he will not use his Infrared Vision or touch sensors to avoid obstacles.

NOTE
All programs will stay in the memory when the robot is turned off.

VISION PROGRAM MODE

Vision Program Enter

Control mode L + X

Press to enter RS Media's Vision Program Mode.

Vision Program Play

Control mode R + X

Press to play RS Media's Vision Program Mode.

Clear Last Entry

Control mode L + b

Press to clear the last entry.

Clear Program

Control mode L + z

Press to clear the selected Program.

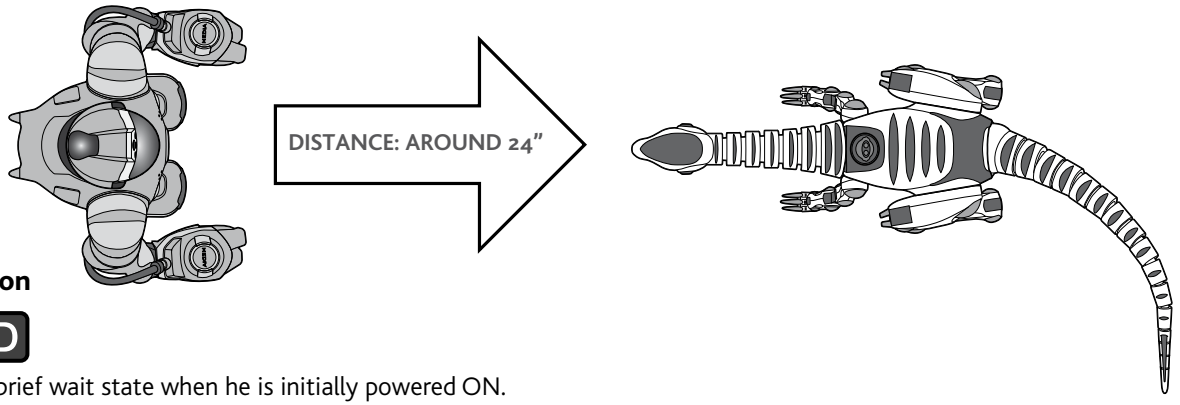
You can assign a sequence of moves that are triggered by a close IR movement when RS Media is in Guard Mode (p. 28).

- Vision Program Modes have a maximum of 20 moves.
- You can program moves in exactly the same way as for Main Program Mode.
- You can enter the Main Positional Program subroutine into a Vision program, but you cannot enter Sound or Vision subroutines, or enter Guard Mode as part of a Vision Program.
- When RS Media is performing programs he will not use his Infrared Vision or touch sensors to avoid obstacles.

NOTE
All programs will stay in the memory when the robot is turned off.

ROBOT INTERACTION

In this mode RS Media will interact with one of his Robo Companions.
They must be aligned to face each other on a level surface with a clear line of sight (see illustrations).
NOTE: Before initiating any interactions turn RS Media's Vision Sensors off so that his IR Radar does not interfere with the other robots.

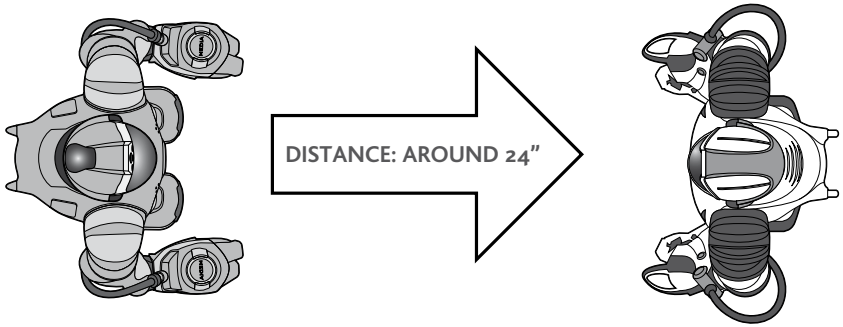


Roboreptile™ Interaction

Control Mode R + D

The Roboreptile™ enters a brief wait state when he is initially powered ON.

The interaction routine must be initiated prior to entering free roam mode; otherwise the set up must be repeated. The easiest way to repeat this is by stopping Roboreptile with the controller.

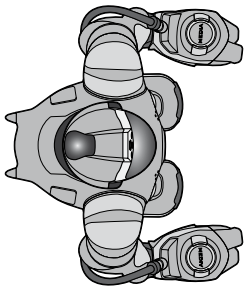


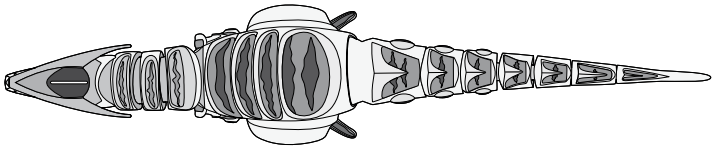
RS Media™ / Robosapien V2™ Interaction

Arm Mode D

To initiate the interaction between two RS Media's, you must point the controller at only ONE RS Media.

RS Media's controller can also operate Robosapien V2. To initiate the interaction between RS Media and Robosapien V2, point the controller at RS Media.

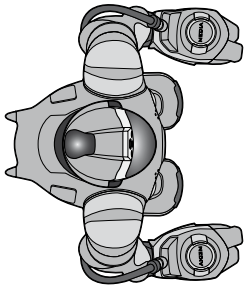


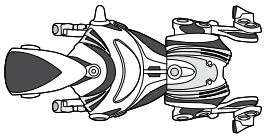


Roboraptor™ Interaction

Arm Mode L + D

The Roboraptor™ enters a brief wait state when he is initially powered ON. The interaction routine must be initiated prior to his free roam taking over; otherwise the set up must be repeated. The easiest way to repeat this is by stopping Roboraptor™ with the controller. This routine contains random elements.





Robopet™ Interaction

Arm Mode R + D

Turn on the Robopet™ then command him to sit down. You have a 10 second window to initiate the interaction otherwise Robopet will enter Free Roam. This routine contains random elements.

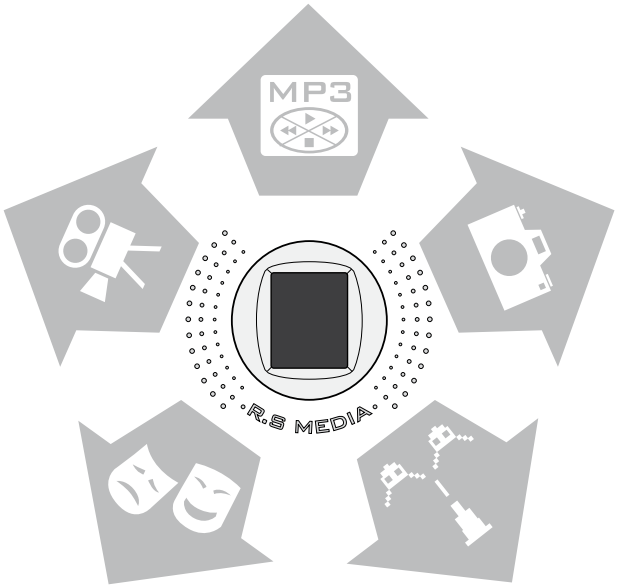
NOTE: Robopet's ED (Edge Detect) switch MUST be set to OFF to perform the interaction.

MEDIA MODE - INTRODUCTION

QUICK START
To sample some of RS Media's Media Mode functions immediately see p.3

INTRODUCTION
RS Media is equipped with a head-mounted camera, a color LCD screen in his chest, a full speaker system embedded in his armor (speakers in his hands and a woofer on his back), internal memory, and an external memory card slot.

He is capable of playing MP3's and MPEG4's, taking and displaying photos and videos, recording and playing audio clips, and comes complete with 3 challenging Java games.



Media Mode

RS Media's many media functions are accessible through Media Mode. This section will inform you how to control or alter his media, enhancing your enjoyment of RS Media by utilizing his many functions more effectively.

BRIEF FUNCTION OVERVIEW

VOLUME UP / DOWN

Media Mode (R)

Press up on the right movement control to turn RS Media's volume up and press down to turn the volume down.

ROBOT CONTROL

RS Media's upper body and head can be moved around in Media Mode. This enables the user to position the camera into the position desired. See 'Upper body' and 'Head only' in the Media Mode Function Chart p.48-51

MEDIA DEMO

Media Mode L + D

RS Media will perform a short routine demonstrating his media capabilities.

CHANGE PERSONALITY

Control Mode b **or**

Media Mode b

Press to toggle through RS Media's personalities, including those entered by user. There are four default personalities and the user can also enter RS Media's customized personalities created in the Editing Suite (see p.65-67).

MEDIA MODE - INTRODUCTION

MEDIA MENU
The Media Menu is displayed on RS Media's LCD screen as a series of folders:

Audio		**p.52-53**
Photo		**p.54-55**
Video		**p.56-57**
Personality		**p.58**
Games		**p.59-61**
Options		**p.62-63**

Media mode	L + a	Press to return to the Media Menu .
Menu Select	Select	Press to select from RS Media's menu.
Previous Menu	a	Press to select the previous menu.

HAND CONTROLS
RS Media's hand controls only work in Media Mode except when in Control mode and Arm Mode, when pressing both outside buttons will toggle through Modes (see p.13).

To navigate the folders in Media Mode:

Both Outside Buttons
Press together to toggle to the next Mode.

Right Inner Button (RS Media's Left)
Toggles up to the next option.

Left Inner Button (RS Media's Right)
Toggles down to the next option.

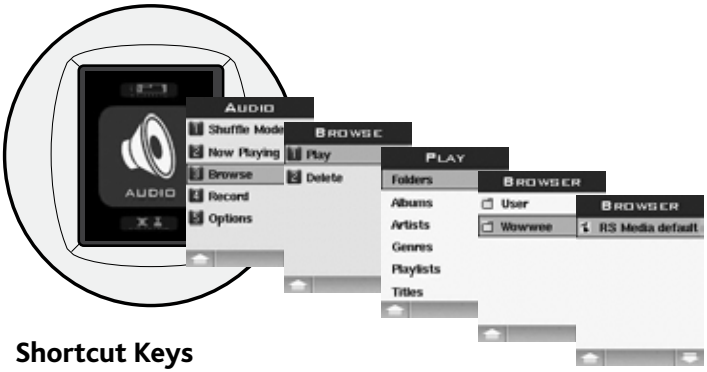
Right Outer Button (RS Media's Left)
Enters the highlighted option.

Left Outer Button (RS Media's Right)
Exits the current option (back one step).

FOLDERS AND SHORTCUTS

The 'Folders' section of this manual (p.52-63) will deal with each of these folders, the list of options available and the specific shortcut keys.

Folders
The options available in each folder can be selected to progress through to the desired location, as in the example below.



Shortcut Keys

The shortcut keys perform shortcuts to the desired action and also include general functions specific to each folder.

NOTE: Videos and Photos will switch off if RS Media is toggled to a different Mode when they are being displayed.

Audio will keep playing when RS Media is toggled to a different Mode, unless paused, then it will be switched off.

When audio is playing in Control Mode or Arm mode, RS Media will make no other sounds.

USB CONNECTION AND LINE IN

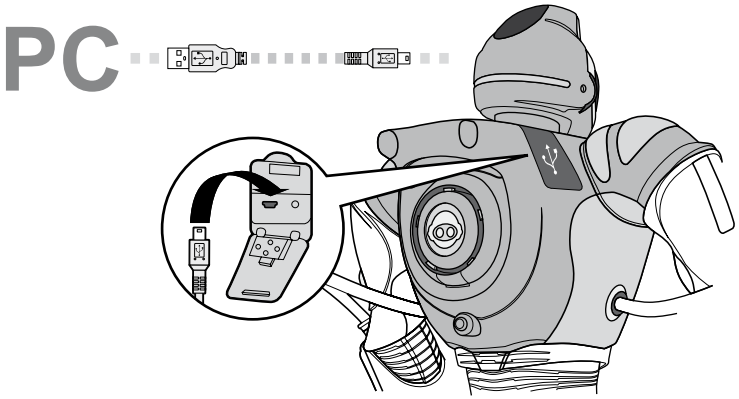
USB CONNECTION

You can transfer files from a PC to an SD memory card inserted in RS Media using the USB cable provided. Note that files that can be played are limited to those file formats supported by the system and the Editing Suite software must be used for data transfer.

CONNECTING RS MEDIA AND A PC USING A USB CABLE

You can connect a USB cable to RS Media and a PC without turning off the power.

1 Connect the USB cable to RS Media and your PC as shown.



2 Select 'USB Mode' from the Options menu on RS Media, and press the Select button.

NOTE: Using an adaptor when RS Media is transferring data in USB mode is recommended as low battery levels could result in the loss or corruption of data.

LINE IN

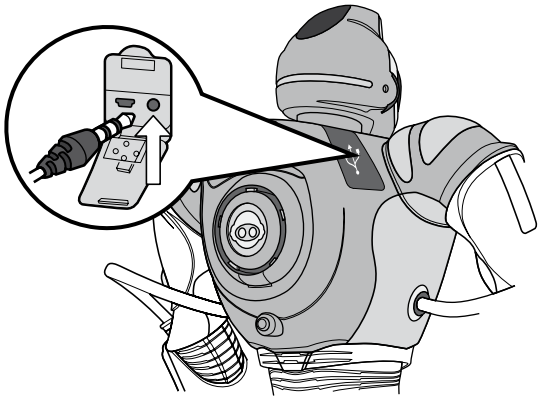
Using Line in to play Audio

You can play audio tracks through RS Media using the Line In port in the USB cable compartment

1 Open the USB compartment cover

2 Insert the Ø3.5 stereo jack into the Line In port

3 In Media Mode, open the Options folder >>Line In >>ON



NOTE: When the stereo jack is not in use, turn the Line In in the Options Folder (see p.62) to the OFF position. If the Line In is turned ON when not in use, you will experience no sound from RS Media.

MEMORY CARD

INSERTING THE SD CARD

1 IMPORTANT: Make sure RS Media is turned off.

2 Open the slot cover and insert the SD Card in the direction of the arrow. Fig.1

3 Press until fully inserted.

4 Turn RS Media on again.

SD CARD MEMORY Vs. ONBOARD MEMORY

If an SD Card is inserted into RS Media and the robot is rebooted, the SD Card will be in use. All data stored on RS Media's onboard memory (excluding his default personality) will not be accessible.

If the SD Card is removed, and the robot is rebooted, access to the on-board memory returns.

NOTE
Content cannot be transferred internally between the Onboard memory and SD Card memory. This must be done using the RS Media Editing Suite software. See p.65-67

Do not eject the SD Card while recording data (video/audio/photo) or in USB mode. If you do, it may cause data loss or corruption.

In the event of a corrupted SD card, try formatting the card using Windows.

Formatting will result in ALL data being lost from the SD card, as will ejecting the SD card when updating.

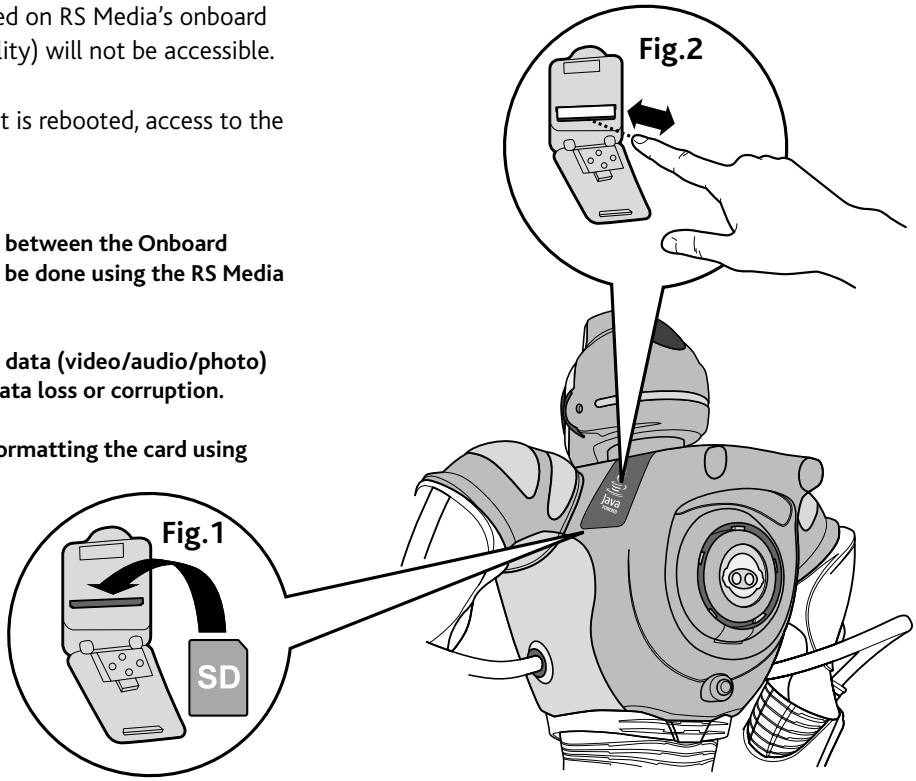
EJECTING THE SD CARD

1 IMPORTANT: Make sure RS Media is turned off.

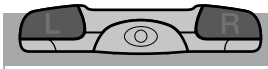
2 Open the slot cover and click the SD Card gently into the slot and it will eject. Fig.2

3 Turn RS Media on again if you wish to operate him using his internal memory.

Warning! Keep the SD card out of reach of small children as it could be swallowed by accident.

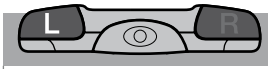


MEDIA MODE FUNCTION CHART



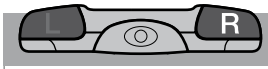
Menu Navigation	Ⓛ	Press up or down to navigate RS Media's menu.
Volume Up & Down	Ⓡ	Press up or down to adjust RS Media's volume.
Menu Select	Select	Press to select from RS Media's menu.
Take Picture	📷	Press twice to make RS Media take a photo.
Game Menu	D	Press to select RS Media's Game menu.
Previous Menu	a	Press to select the previous menu.
Change Personality	b	Press to toggle through RS Media's personalities, including those entered by the user.
Record Audio	c	Press to start RS Media recording what he can hear.
Stop / Full Reset	■	Press to stop RS Media from performing his current action. Press and hold for about 3 seconds to perform a full reset to default.
Previous Track	x	Press to select the previous track. (Not available while playing video)
Track & Photo Human	y	RS Media will track a human and take a photo.
Next Track	z	Press to select the next track if media is playing. (Not available while playing video)
Play / Pause Media	▶/II	Press to play or pause the current MP3 or MPEG4.

MEDIA MODE FUNCTION CHART



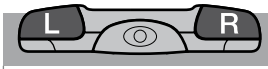
Upper Body Only	Ⓛ	RS Media's upper body is controlled with the Left Control Pad.
Head Only	Ⓡ	RS Media's head is controlled with the Right Control Pad.
Menu Select	Select	Press to select from RS Media's menu.
Video Record	📷	Press twice to make RS Media record a short video. (The second press can be without Left Shift)
Media Demo	D	Press to perform his Media demo.
Media Menu	a	Press to enter RS Media's Media Menu.
Personality Folder	b	Press to enter RS Media's Personality folder.
Sound Memo Playback	c	Press to play back a Sound Memo track, if one is present.
Sleep / Power Down	■	Press once to make RS Media enter Sleep Mode. Press when already in Sleep Mode and he will Power down.
Rewind	x	Press to Rewind the video or song currently playing.
Track & Photo Red	y	Press to make RS Media track the color Red and take a photo.
Fast Forward	z	Press to Fast Forward the video or song currently playing.
Camera Setting	▶/II	Press to display RS Media's camera settings.

MEDIA MODE FUNCTION CHART



Upper Body Only	Ⓛ	RS Media's upper body is controlled by the Left Control Pad.
Head Only	Ⓡ	RS Media's head is controlled with the Right Control Pad.
Menu Select	Select	Press to select the currently highlighted menu option.
Timer Photo	📷	Press twice to make RS Media take a photo after approximately 5 seconds delay. (The second press can be without Right Shift)
Photo Folder	D	Press to enter RS Media's Photo folder.
Audio Folder	a	Press to enter RS Media's Audio folder.
Video Folder	b	Press to enter RS Media's Video folder.
Video Memo Playback	c	Press to play back a Video Memo track, if one is present.
Stop Movement	■	Press to stop RS Media from performing any movement. Any Media playing will not be affected.
Rewind x2	x	Press to fast Rewind the video or song currently playing.
Track & Photo Green	y	Press to make RS Media track the color Green and take a photo.
Fast Forward x2	z	Press to fast Fast Forward the video or song currently playing.
Track & Photo Blue	▶/II	Press to make RS Media track the color Blue and take a photo.

MEDIA MODE FUNCTION CHART



Both Arms	Ⓛ	Move both RS Media's left and right arms simultaneously.
Both Arms	Ⓡ	Move both RS Media's left and right arms simultaneously.
User BodyCon 1	Select	User BodyCon / Macro slot
User BodyCon 2	📷	User BodyCon / Macro slot
Dance Routine	D	User BodyCon / Macro slot
User BodyCon 3	a	User BodyCon/ Macro slot
User BodyCon 4	b	User BodyCon / Macro slot
User BodyCon 5	c	User BodyCon / Macro slot
User BodyCon 6	■	User BodyCon / Macro slot
User BodyCon 7	x	User BodyCon / Macro slot
User BodyCon 8	y	User BodyCon / Macro slot
User BodyCon 9	z	User BodyCon / Macro slot
User BodyCon 10	▶/II	User BodyCon / Macro slot

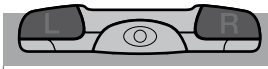
THE AUDIO FOLDER ALLOWS THE USER TO SELECT ALL AUDIO FEATURES IN RS MEDIA.

This section includes:
A list of the options available
Audio Folder shortcuts in Audio Controls

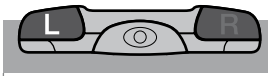
Shuffle Mode	Starts playing a song based on the Shuffle Mode selected in Audio -> Options. Goes to Now Playing screen when selected and automatically returns to the Audio Options screen when finished.
Now Playing	This mode shows the user which song is currently playing. If nothing is playing, nothing happens.
Browse	This option will access **Albums, Artists, Genres, Playlists,** or **Titles.**
Record	**Start Recording** or **Set Record Volume**
Options	Use this option to **Repeat** one or more tracks using **One, All,** or **Off, Shuffle** between **Titles, Albums, Artists,** and **Off**, or use the **Equalizer** for **Bass** or **Treble**

NOTE: Music can be played directly through RS Media. See Line In on p.46 and in the Options Folder p.62

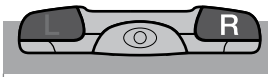
AUDIO CONTROLS



Record Audio	C	Press twice to start RS Media recording what he can hear.
Previous Track	X	Press to select previous track.
Next Track	Z	Press to select the next track.
Play / Pause Media	▶/II	Press to play or pause the current MP3.

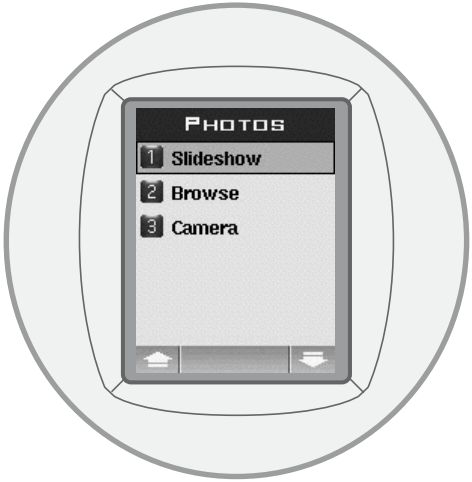


Sound Memo Playback	C	Press to play back a Sound Memo, if one is present.
Rewind	X	Press to Rewind the video or song currently playing.
Fast Forward	Z	Press to Fast Forward the video or song currently playing.
Camera Setting	▶/II	Press to display RS Media's camera settings.



Audio Folder	a	Press to enter RS Media's Audio menu.
Rewind x2	X	Press to fast Rewind the video or song currently playing.
Fast Forward x2	Z	Press to fast Fast Forward the video or song currently playing.

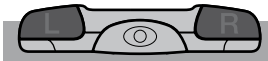
THE PHOTO FOLDER ALLOWS THE USER TO SELECT FROM TAKE, VIEW, AND DISPLAY PHOTOS IN A VARIETY OF WAYS. CAMERA SETTINGS ARE CONTROLLED IN THIS FOLDER.



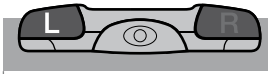
This section includes:
A list of the options available
Photo Folder shortcuts in Photo Controls

Slideshow	This option goes through all the photos in the User photo folder. The display duration of each photo can be set at 2, 5, or 10 seconds.
Browse	Use this option to browse through photo folders and **Select** or **Delete** a photo from one of the folders
Camera	**Take Photo** turns on the camera and displays live image on the LCD. **Auto Track Human** scans for human color and takes a photograph. **Timer** allows you to select a timer value: 2, 5 or 10 seconds. In **White Balance** you can change the background light settings between **Auto Balance, Indoor Yellow, Indoor White,** and **Sunlight.**

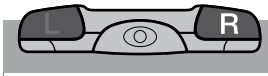
PHOTO CONTROLS



Take Picture		Press twice to make RS Media take a photo.
Previous Track	x	Press to select the previous photo.
Track & Photo Human	y	RS Media will track a human and take a photo.
Next Track	z	Press to select the next photo.



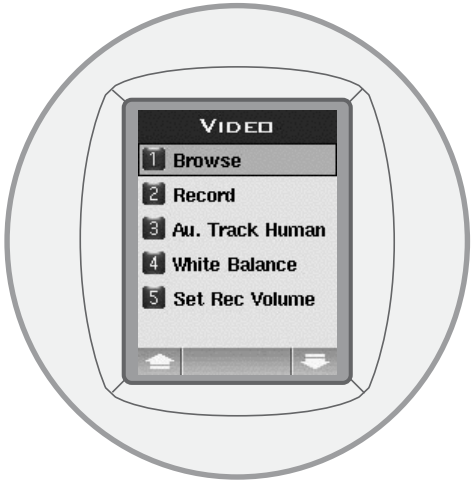
Track & Photo Red	y	Press to make RS Media track the color Red and take a photo.
Camera Setting	▸/II	Press to display RS Media's camera settings.



Timer Photo		Press twice to make RS Media take a photo after approximately seconds delay. (The second press can be without Right Shift)
Photo Folder	D	Press to enter RS Media's Photo folder.
Track & Photo Green	y	Press to make RS Media track the color Green and take a photo.
Track & Photo Blue	▸/II	Press to make RS Media track the color Blue and take a photo.

FOLDERS - VIDEO

THE VIDEO FOLDER ALLOWS THE USER TO SELECT ALL VIDEO FEATURES IN RS MEDIA. CAMERA SETTINGS ARE CONTROLLED IN THIS FOLDER.

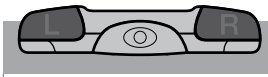


This section includes:
A list of the options available
Video Folder shortcuts in Video Controls

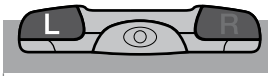
Browse	You can browse through video folders and select a video to **Play** or **Delete.**
Record	This option turns on the camera and displays live image on the LCD. Press the camera button to start the recording.
Auto Track Human	This option starts video and audio capture, tracking the largest human colored object. Displays live image on the chest with crosshairs overlaid and will track a person once the record button has been pressed. **NOTE: If RS Media is experiencing difficulty locating Human, change the White Balance settings.**
White Balance	Use this option to change the background light settings between **Auto Balance, Indoor Yellow, Indoor White,** and **Sunlight.**
Set Record Volume	Set the recording volume by adjusting the volume slider.

NOTE: Video can only be played in Media Mode.

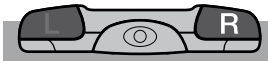
VIDEO CONTROLS



Play / Pause Media	▶/II	Press to play or pause the current MPEG4.

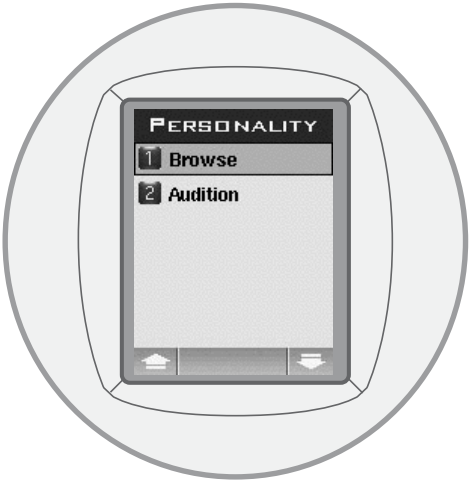


Video Record	📷	Press twice to make RS Media record a short video. (The second press can be without Left Shift) **NOTE: Each track is a maximum of approximately 10 minutes**
Rewind	X	Press to Rewind the video currently playing.
Fast Forward	Z	Press to Fast Forward the video currently playing.
Camera Setting	▶/II	Press to display RS Media's camera settings.



Video Folder	b	Press to enter RS Media's Video folder.
Video memo Playback	C	Press to play back a Video Memo track, if one is present.
Rewind x 2	X	Press to Rewind x 2 the video currently playing.
Fast Forward x 2	Z	Press to Fast Forward x 2 the video currently playing.

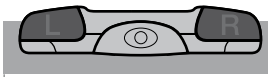
THE PERSONALITY FOLDER ALLOWS THE USER TO SELECT ONE OF RS MEDIA'S 4 PERSONALITIES OR ONE OF YOUR OWN CUSTOMIZED PERSONALITIES IMPORTED FROM THE EDITING SUITE.



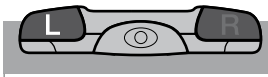
This section includes:
A list of the options available
Personality Folder shortcuts in Personality Controls

Browse	Use this option to browse through Personality folders and select a Personality.
Audition	Audition BodyCons by browsing through user BodyCon folders, then selecting and playing a BodyCon to see what happens.

PERSONALITY CONTROLS



Change Personality	b	Press to toggle through RS Media's personalities, including those entered by the user.



Personality Folder	b	Press to enter RS Media's Personality folder.

THE JAVA GAMES FOLDER ALLOWS THE USER TO SELECT ONE OF RS MEDIA'S JAVA GAMES

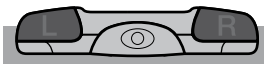
This section includes:
A list of the options available
Java Games shortcuts in Java Games Controls
Game Overviews

Games	Lists all games including the 3 default games - Bubble Soccer, Ghost Force, and Vortex Racer.

IMPORTANT - depending on game key mapping, you will need to use different keys for different games. See p. 60-61 for details of the control keys of the 3 games on RS Media.

To learn how to add new games, consult the Editing Suite software provided with your RS Media.

JAVA GAMES CONTROLS



Game Menu	D	Press to select RS Media's Game menu.

GAMES

RS Media has three games to choose from: Ghost Force is a classic arcade style shoot 'em up, Vortex Racer is a high speed racing game, and Bubble Soccer will test both your skill and logic as you move through the levels of difficulty.

Games can be loaded onto RS Media via the RS Media Editing Suite. See p. 65-67

GAME CONTROLS

The controls for each game loaded onto RS Media will follow the keys below:

Direction control

Left soft key - operates the left on screen function

Right soft key - operates the right on screen function

Soft Keys are multi-function keys that use part of the display to identify their function at any moment. On a mobile phone they are usually located directly underneath the display.

Operates as an action button.

Quit to Media Mode from any game. To return to the game selection menu, press Quit on the actual game menu being played.

GHOST FORCE

Three law enforcers are sworn in to create the Ghost Force squad to go and fight the flying army of Commander Boralo and free Doctor Larson who has been kidnapped for his extraordinary scientific knowledge. They are convinced that they will succeed. If they are successful, they will have avoided the Commander's dictatorship and Doctor Larson will have ended pollution on our planet thanks to his work on non-toxic fuels.

Game strategy:

Ghost Force is a shoot 'em up in the best tradition of the golden age of the greatest arcade games. Rediscover the mood of the games arcade with this sublime first person shooter with its incredible technical features and a gameplay that is synchronized like a watch. Are you ready for the challenge?

Game Controls

Left / Right / Up / Down

Left soft key

Right soft key

Missile

Quit to Media Mode

GAME OVERVIEWS

VORTEX RACER

Doctor Geek has gathered the best pilots in the Galaxy in order to determine who will be the first to use his brand new invention: a vessel capable of travelling through the Vortexes.

Game strategy:
Travel through planets with spectacular backgrounds, but be careful, you don't have time for tourist visits: you're going to have to face merciless, frighteningly intelligent opponents, at speeds that defy the imagination. Superb graphics and impeccable technical production will get you hooked on this futurist racing game.

Game Controls

- R — Left / Right
- b — Left soft key
- c — Right soft key
- Boost up
- y — Missile
- Quit to Media Mode

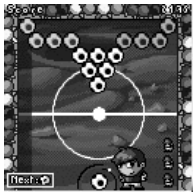
BUBBLE SOCCER

This remake of an old classic arcade game, Bubble Soccer needs your help!

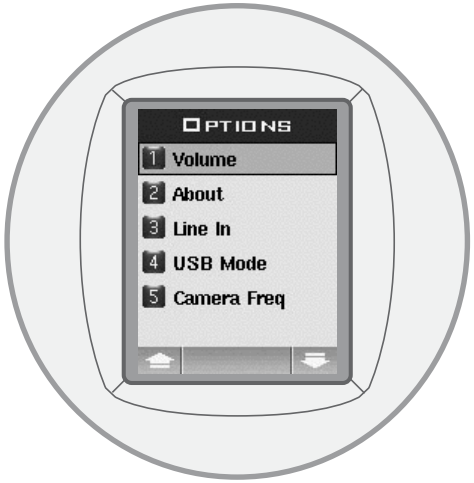
Game strategy:
You must shoot away all the footballs that are lying on the soccer fields, otherwise the big championship cannot take place!
The increasing need for speed and logic at each level makes it hard to finish the 50 levels! But if you keep in mind that the next ball coming might change the order of play, you might finish before the time runs out!

Game Controls

- R — Left / Right
- b — Left soft key
- c — Right soft key
- Kick
- Quit to Media Mode



THE OPTIONS FOLDER ALLOWS THE USER TO ADJUST RS MEDIA'S SYSTEM SETTINGS.

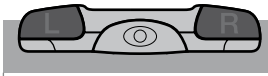


This section includes:
A list of the options available
Options Folder shortcuts in Options Controls

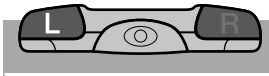
Volume	You can use the left and right inner hand controls to change the volume or the controller.* See Options Controls
About	Displays the internal memory or SD Card (if present) remaining capacity and software version number.
Line in	To play music directly into RS Media, set the Line In to ON. **Off** informs RS Media he does not have an audio cable attached. **On** informs RS Media that an audio cable is attached. You can now play music through RS Media and control him as normal, except he no longer plays any sounds or voice files, other than your music. **NOTE: If you are experiencing no sound playing media or performing controller commands on RS Media, check the Line In is turned Off.**
USB Mode	Entering USB Mode will automatically inform RS Media that a USB cable is attached and he will say "Tether attached." Press "Previous Menu" or the outer button on his right hand to exit USB Mode.
Camera Freq	If the LCD screen is flickering, adjust the frequency (50Hz or 60Hz) here to reduce the flicker effect.

OPTIONS CONTROLS

RS Media offers you an extensive range of functions, which are grouped into menus. Menus are navigated using the buttons below.



Menu Navigation	L	Press up or down to navigate RS Media's menu.
Volume	R	Press up or down to change the volume.**
Menu Select	Select	Press to select from RS Media's menu.
Game Menu	D	Press to select from RS Media's Game menu.
Previous Menu	a	Press to select the previous menu.



Menu	a	Press to return to RS Media's main menu.

*** Options Folder Volume**
Entering the Options Folder to alter the volume will change the default volume setting. When RS Media is turned OFF, the volume setting will be remembered when turned back on again.

**** Options Controls Shortcut**
Altering RS Media's volume using the shortcut does not affect the default setting. When RS Media is turned OFF, the volume setting will revert back to the default setting when turned back on again.

FORMAT COMPATIBILITY CHART

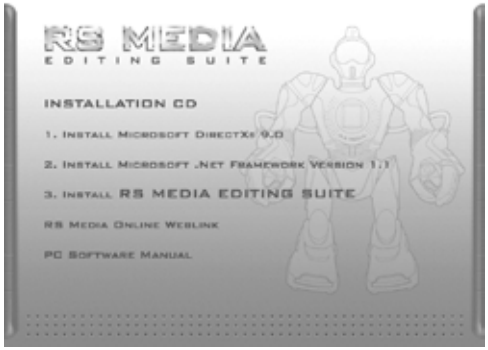
THE FOLLOWING FORMATS CAN BE PLAYED ON THE RS MEDIA SYSTEM			
Content	**Type**	**Characteristics**	**Format**
Video	MPEG4	A video compression format **Up to 320 x 240 (QVGA)**	(*.avi)
Music	MP3	An audio compression format **Bitrate: up to 192 Kbps** **Frequency: 16 kHz / 22.05kHz / 32 kHz / 44.1 kHz**	(*.mp3)
Photo	JPEG	A standard format for compressing still images such as those used in digital still cameras **Up to 1024 x 768 pixels**	(*.jpg)
Games	JAVA (Java games)	Games programmed using JAVA; an object-oriented programming language developed by Sun Microsystems	(*.jar)

INSTALLING THE SOFTWARE

Installing RS Media's Editing Suite onto your PC couldn't be easier. Just follow these simple instructions and you will be ready to go in no time:

1. Put the Editing Suite CD into your PC.

2. The install window will appear.



3. Follow the instructions in the install window, installing the Microsoft software if required and then the RS Media Editing Suite. Follow the instructions on screen.
(Alternatively, enter the RS Media Online Weblink or the PC Software Manual)

4. Click 'Close' to end installation and press to close the Installation Window.

5. An RS Media icon will appear on your desktop.

6. Double click the icon and the Editing Suite home page will appear.

7. You are now ready to enter the BodyCon editor, Personality Editor, Media organizer, or the Help function.

HELP FUNCTION

The Help function in the RS Media Editing Suite is an instruction manual explaining each of the programs and how to operate them. The instruction manual shows you how to use each of the programs effectively to produce and manage content on both RS Media and your PC.

Clicking the Help function button when on the Home page will display the instruction manual from the beginning. Clicking on the Help function button when on any of the four program screens, will jump the text to the relevant section.

This manual is the same as the PC Software Manual that can be entered from the RS Media Editing Suite Installation window.

INTRODUCTION

RS Media Editing Suite software is on the CD provided:

This manual demonstrates how to use RS Media to create programs, take photos, videos, create sound files and manipulate RS Media through his different personalities. Load the Editing Suite software provided onto your PC and use these files and programs, in each of the specific programs, as building blocks for your own unique RS Media personality.

EDITING SUITE

RS Media Editing Suite is a tool for managing and customizing files and programs, created on your RS Media or PC, giving you complete creative control of content and reprogramming. The screenshot above is the Home screen, from which you can open one of the following programs:

BodyCon Editor
Personality Editor / Macro Editor
Media Organizer

BODYCON EDITOR

The BodyCon Editor allows you to customize and preview RS Media movements. You can create a sequence of movements, add voice and sound effects, and save it as a BodyCon file (*.bcn). This file can be added to any personality using the Personality Editor, or to a user-created Macro using the Macro Editor. These personalities can then be uploaded to the robot using the Media Organizer. The robot does not need to be connected to create files using the BodyCon Editor.

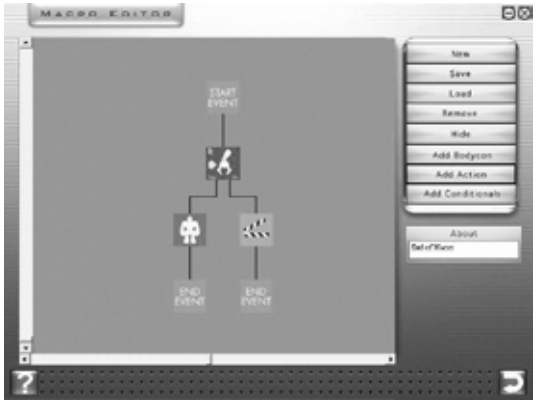
Creating a BodyCon

The control bar is used to manipulate the 3D rendering of RS Media. Each step is recorded in the animation bar at the bottom of the control panel, that runs parallel to a sound bar, where audio can be recorded to coincide with the animation. The completed mini routine is called a BodyCon.

PERSONALITY EDITOR

The Personality Editor allows you to store multiple robot personalities. There are four personalities included, with voice files that can all be modified. The "Customize" button lets you create a completely new personality from scratch. The Personality Editor also contains the Macro Editor.

MACRO EDITOR



The Macro Editor is an advanced tool for you to create your own Macro files to be used by a personality of the robot.

What is a Macro?

A Macro is a sequence of commands that your robot follows, as if it were an actor reading a script. Some Macros have conditions, which creates more than one possible routine based on some form of feedback from the user or the environment.

Macros consist of actions, conditions, and BodyCons, which create a life-like script that gives your robot personality.

MEDIA ORGANIZER

The Media Organizer is the gateway between RS Media and your computer. It allows you to upload and download videos, games, audio, personalities, and images between the computer and the robot. This organizer is the final step in creating a fully customized RS Media.

Make sure your robot is turned on and connect it to your PC with the supplied USB cable.

CARING FOR YOUR RS MEDIA

PRECAUTIONS

Before using this product, carefully read this manual and retain it for future reference.

SAFETY

This product has been designed with the highest concern for safety.

However, any electrical device, if used improperly, has the potential of causing fire, electrical shock or personal injury. To help ensure accident-free operation, follow these guidelines:

Observe all warnings, precautions and instructions.

Stop use, unplug the AC power cord (if using -not included) from the electrical outlet and disconnect any other cables immediately if the device functions in an abnormal manner, produces unusual sounds or smells or becomes too hot to touch.

USE AND HANDLING

- Use in a well-lit area and keep the screen a safe distance from your face.
- Do not use RS Media near water.
- Do not expose RS Media to high temperatures, high humidity, or direct sunlight.
- Do not expose RS Media to dust, smoke or steam.
- Do not allow liquid or small particles to get into RS Media.
- Do not place RS Media on surfaces that are tilted, unstable or subject to vibration.
- Do not throw or drop RS Media, or subject RS Media to strong physical shock.
- The head contains many sensors and should be handled with care.
- Do not place RS Media close to items with a magnetic strip, such as credit cards.
- Do not give RS Media anything valuable or fragile to hold. He may throw or drop things unexpectedly.
- RS Media will walk best on smooth surfaces. If he is having difficulty walking on a surface, try changing his gait for better performance. RS Media responds best to remote control commands when you are located in front of him. If the controller is behind him, he will not detect commands as well.
- RS Media will set himself in the correct body position for walking. If you try to move his arms with the controller, he will stop walking. If you manually move his arms or waist while he is walking he will continue to walk but could lose his balance and fall over.
- Upon activation RS Media will be sensitive to sound, vision, and touch: this is his default mode. He will be in this mode every time he is activated, after a full power down.
- RS Media's infrared vision system is based on reflection. This means that he can see highly reflective surfaces like white walls or mirrors more easily and at greater distances than he can see matte or black surfaces.

LCD SCREEN

Red, blue or green spots (bright spots) or black spots (dark spots) may appear in certain locations on the LCD screen. The appearance of such spots is a normal occurrence associated with LCD screens and is not a sign of a malfunction. LCD screens are made using highly precise technology. However, a very small number of dark pixels or continuously lit pixels exist on each screen. Also, a distorted image may remain on the screen for several seconds after the system has been turned off.

Direct exposure to sunlight may damage the system's LCD screen. Be careful when using the system outdoors or near a window. When using the system in a cold environment, you may notice shadows on the graphics or the screen may appear darker than usual. This is not a malfunction, and the screen will return to normal when the temperature goes up.

Do not leave still images displayed on the screen for an extended period of time. This may cause a faint image to be left permanently on the screen.

CLEANING

For safety reasons, unplug the power cord (if using - not included) from the electrical outlet and remove the batteries from RS Media before cleaning.

Cleaning the exterior surface

Wipe gently with a damp cloth, and then dry the surface. Do not use solvents or other chemicals to clean the exterior of RS Media.

Cleaning the LCD screen

Wipe gently with a soft dry cloth.

TROUBLE SHOOTING

No sound

If you experience no sound from RS Media, try checking one of the following :

-Paused media
-Muted robot voice
-Volume level
-Line In on

Too loud or quiet when turned on

The volume is stored as a default setting. To change this, go to the Options Menu on RS Media (see p.62) and alter the volume setting.

-Volume level

General

- Infrared functions can be affected by bright sunlight, fluorescent and electronically dimmed lighting.

- If he sees colors incorrectly, change his white balance setting for the lighting background in your room.

- Should RS Media perform an unexpected function, press and hold the stop button for 3 seconds to reset him, or turn him off and then on again.

- Interference to MP3's or videos may be caused if you press any of RS Media's buttons while they are playing.

- RS Media's sound quality will differ depending on his battery power level. For stable sound quality, using the AC/DC adaptor is recommended.

NOTE: See www.rsmediaonline.com for a full list of frequently asked questions (FAQ's).

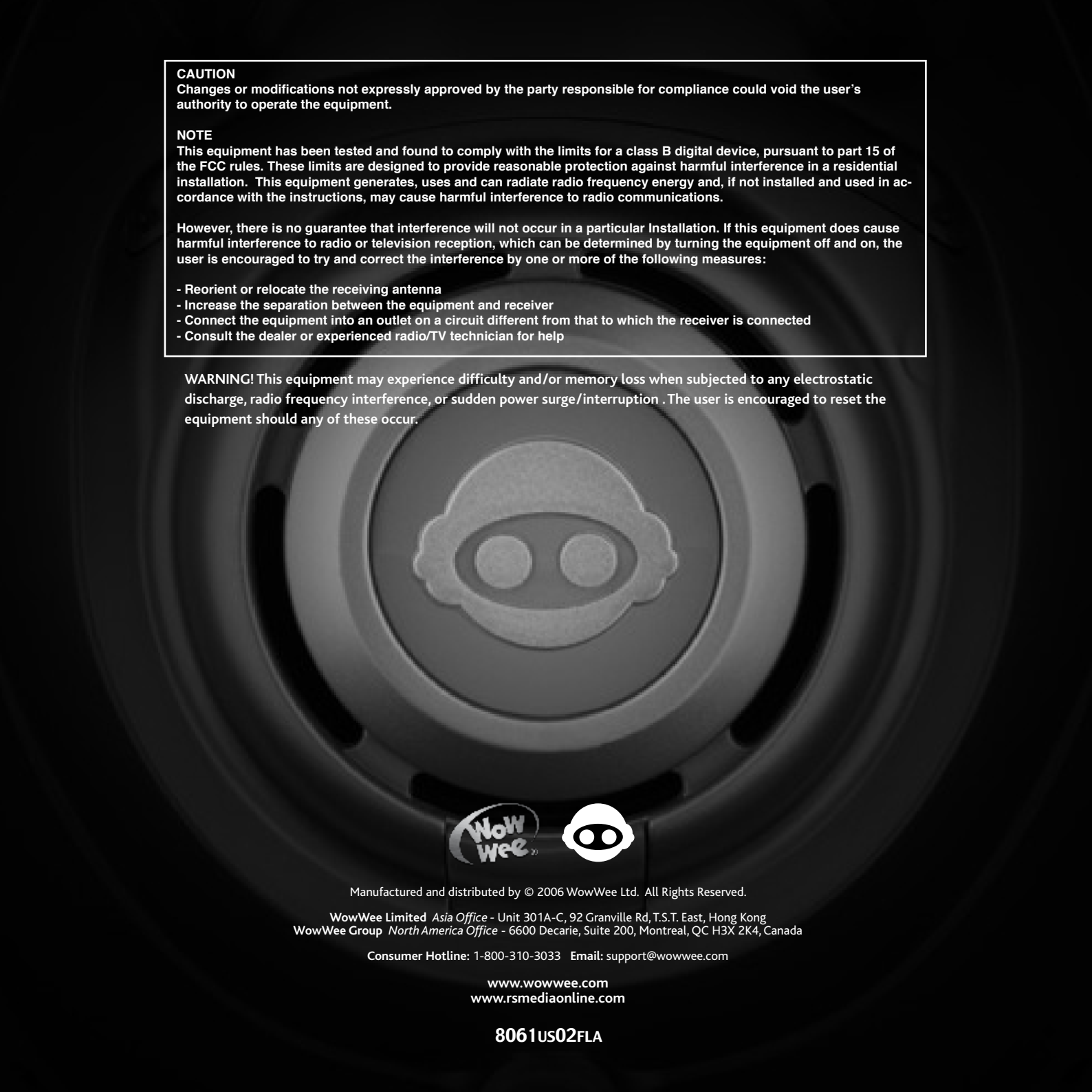
CAUTION
Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE
This equipment has been tested and found to comply with the limits for a class B digital device, pursuant to part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

However, there is no guarantee that interference will not occur in a particular Installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna
- Increase the separation between the equipment and receiver
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected
- Consult the dealer or experienced radio/TV technician for help

WARNING! This equipment may experience difficulty and/or memory loss when subjected to any electrostatic discharge, radio frequency interference, or sudden power surge/interruption . The user is encouraged to reset the equipment should any of these occur.



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